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To my Mom and Dad, who've given me nothing but the best.

—CHRIS

To my best friends Michael and Toni Sprague and their ability to keep me sane. Also, a special thanks to Tony Casper and Chris "The Hick" Benson...just because.

—Jason



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Dan Brodnitz
Associate Publisher



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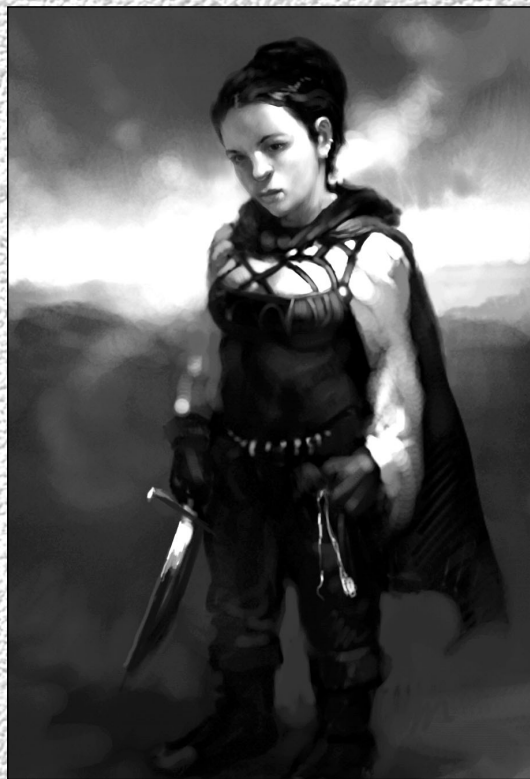
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INTRODUCTION

ICEWIND DALE: FROM BALDUR'S GATE TO NOW

When *Baldur's Gate* was released in 1998, it was met with tremendous critical acclaim. It was obvious that many role-players enjoyed adventuring in the world of the Forgotten Realms. Now Black Isle Studios brings you another title set in the same land, a computer role-playing experience you may undertake either alone or with your friends. *Icwind Dale* is an epic that puts the fate of the Forgotten Realms into your party's hands—countless people depend on you, and it'll only be through your blood and perseverance that they may be saved.

Icwind Dale is based on a series of books by R.A. Salvatore, now available in the *Icwind Dale Trilogy* hardcover novel. The series details the adventures of Drizzt Do'Urden, a renegade drow, and his friends as they attempt to stop the evil of the Crystal Shard. The *Icwind Dale* computer game serves as a prequel to these events, so if you're looking to discover what the ultimate outcome is, you'll need to read those books.

The Forgotten Realms campaign setting was first published in 1987 by TSR. Created by Ed Greenwood and Jeff Grubb, the Forgotten Realms is a high-magic medieval fantasy world that uses the Advanced Dungeons & Dragons game rules. These game rules and the campaign setting, both available at most book and hobby stores, form the foundation for the *Icwind Dale* computer game.

Icwind Dale uses the Bioware's Infinity Engine, and if you've played with *Baldur's Gate*, *Tales of the Sword Coast*, and *Planescape: Torment*, both the interface and the game itself will feel familiar to you. Nonetheless, the beasts you'll encounter, the puzzles you'll solve, the items you'll find, and the challenges your party will have to face are different from anything you've experienced before, so take heed to the strategies contained herein. They can keep you and your allies from death's door—and ensure that your enemies step through that portal long before your characters ever will.

—Chris Avellone, Jason Suinn
Designers, *Icwind Dale*

How to Use This Book

While the *Icwind Dale* game allows your characters to explore the frozen wastes of the Forgotten Realms and experience its surprises for themselves, sometimes it's best to have a guidebook to assist you. This strategy guide provides everything you need to survive in *Icwind Dale* and beyond, and the information contained herein is intended to prevent you from reloading your game as much as possible. The book is broken down into the following sections: Part 1, which focuses on mechanics and playstyle, and Part 2, which provides a walkthrough of the game.

Each chapter is designed to stand on its own as a reference, so you can use whichever part of the book you need. If you want to know how to make the best character or party of characters, look over Chapter 1. If you want information on how best to kill a troll, flip to Chapter 2. On the other hand, if you want to make sure you find every tidbit and all the loot, or if you find yourself stuck while going through the game, the maps and information in Part 2 provide the details that will set you free.

PART 1: *Icwind Dale*

The first section, Chapters 1–4, contains valuable information on character creation, combat tips, monsters in the game, items you'll find on your journeys, and a complete listing of spells and how best to use them. Its focus is on game mechanics and tactics, and it contains no information on the adventure itself.

Note

As is often the case with computer game development, some game data can be in flux even at the very end of a project, so there's a possibility that a few statistics in this book will not match the game's final numbers. If that happens, you'll be able to find updated information by going to the main page for Sybex: www.sybexgames.com. This page will lead you to links that contain updates to the *Icewind Dale* study guide. While there, you'll also find an exclusive look behind the scenes featuring insights from the game's creators.

contains a list of gear and magical items that can be found during the adventure. Armor, shields, swords, and more arcane devices are handled here. Refer here to find out the cost, weight, and any hidden powers of all items in the game.

Finally, Chapter 4: Sorceries and Prayers includes all the mage and priest spells your party can gather and use while on your expedition into the North. While the statistics for most spells have already been included in the *Icewind Dale* manual, this section provides further information on how to use each one to its best effect.

Part 2: Spine of the World

The second part of the book, Chapters 5–13, contains the walkthrough for the game. It details everything needed to make your way from Easthaven all the way to the final battle in the Spine of the World mountains.

Chapter 5: Easthaven describes the small fishing village of Easthaven, where you begin your adventure, while Chapter 6: Kuldahar Pass and Kuldahar Valley leads you through the snowswept pass of Kuldahar Valley to the Great Oak, the tree in which the town of Kuldahar is nestled. Chapter 7: The Vale of Shadows leads you through your first major challenge in *Icewind Dale*. It guides you through the crypts, tombs, and temples of the Vale of Shadows, including the Temple of the Forgotten God.

Dragon's Eye Mountain and its horrific, scaly residents are the focus of Chapter 8: Dragon's Eye. Chapter 9: The Severed Hand brings you to an ancient elven tower, entombed within its own regrets and perverted magics. Refer here for a guide through the stump of the fortress and up through the citadel's great finger towers. Chapter 10: Upper Dorn's Deep walks you through an abandoned stronghold of the dwarves within the Spine of the World.

The icy glacier realm of the frost giants and ice salamanders is covered in Chapter 11: Wyrms Tooth. Chapter 12: Lower Dorn's Deep leads you through the last ruins of the dwarven civilization and into battle against the evil lieutenants that lie behind the menace to Kuldahar and Easthaven. Chapter 13: Return to Easthaven describes the final battle between your party and the forces of darkness.

Chapter 1: Winter's Call:

Getting Started describes how to create the perfect party of characters for your playing style, whether you intend to play *Icewind Dale* alone or with other players. It also provides information on what mix of classes are best suited to adventuring in the frozen North, along with combat tactics tailored to the strengths of your party.

Chapter 2: Bestiary of the Dale covers the monsters you'll likely encounter on your journey. This details everything from their statistics and combat tactics through their strengths and weaknesses.

Chapter 3: Tools for Survival

ICEWIND DALE



ICEWIND DALE

Welcome to Icedwind Dale. The North may be a desolate frontier to many in the world, but rest assured, it holds more in its long miles than could fill many of these books. Take heed to the advice contained within, and not only listen, but practice what you read. It can save your life...or at least prevent you from reloading too often.

Part 1 of this book covers the basics of designing your party and equipping yourself to explore the Dale. Chapter 1 provides information on character mechanics and creation, party balance, and combat tactics. Chapter 2 describes the beasts of the North that you're likely to encounter, along with a list of their strengths and vulnerabilities. Chapter 3 consists of a list of all the items you may run across during your travels and advice on how to make the best use of them. Chapter 4 rounds out the section with a catalogue of all the spells available in the game, as well as notes and suggestions for getting the most out of them when they're cast.



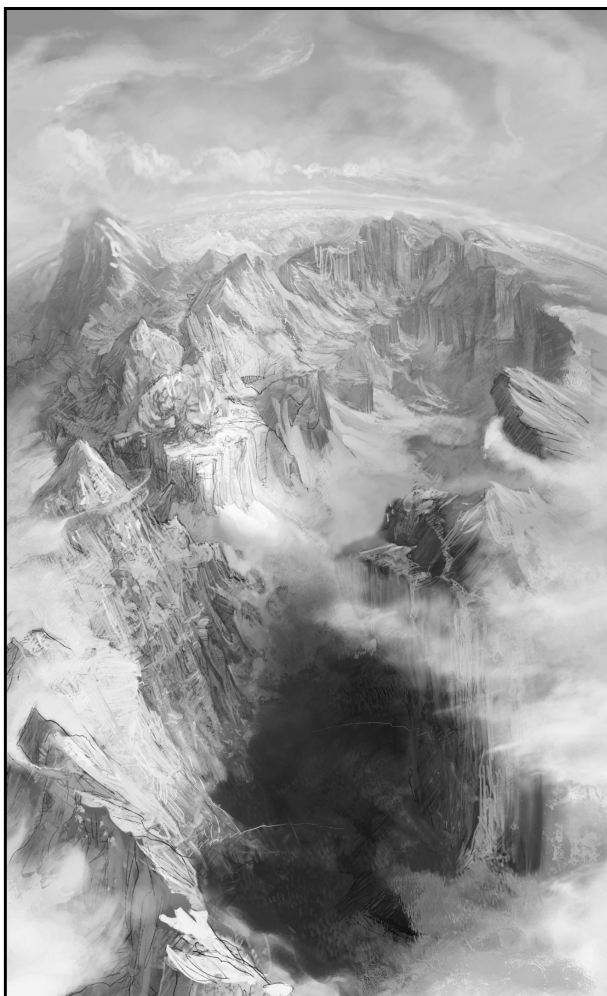
C h a p t e r

1

WINTER'S CALL: GETTING STARTED

The frozen North beckons, and your party has answered. But who has answered the call? The choices you make during the first few minutes of the game will determine how difficult your journey will be. Hours of adventuring await, so take a moment to peruse these pages and customize your characters and their tactics appropriately.

This chapter guides you through the character creation process, describing the nuts and bolts of what makes an effective character. You'll learn what statistics are important, the benefits of your character's race and class, and the optimal party composition that will give you an edge in Icewind Dale. From there, combat is detailed, including a list of tactics that can help you pound any beast you meet into the tundra—and ensure that it never gets back up again. Finally, the chapter concludes with a brief section on how to make the game engine work best for your party.



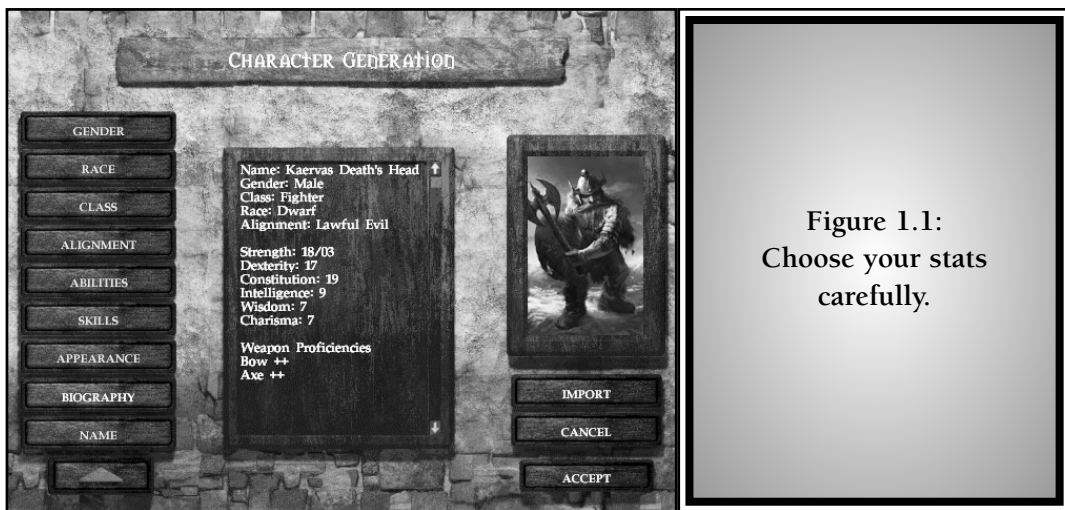
CHARACTER CREATION

Your first step into *Icewind Dale* is creating your party of six. The choices made here can make or break your game, depending on what adventurers you create. It's best if you read this whole chapter, then begin building your party. Taking a few minutes to plan ahead can save you a lot of headaches in the long run.

The rules presented in the following sections apply equally to single player and multi-player games. We'll start where the game itself starts—on the character creation screen.

STATISTICS

Each character has six primary statistics, and you're allowed to shuffle points around to create the type of character you want (see Figure 1.1). This is ideal for true role-players who enjoy the intricacies of character creation and nothing more needs to be said. If you'd rather your party be a lean, mean fighting unit, we've listed the statistics that are important and the ones that can be ignored.



- ✧ **Strength:** A high Strength rating is important for all classes, even mages, because it directly affects attack rolls. Subtract points from Wisdom, Intelligence, and Charisma to boost it, if necessary.
- ✧ **Dexterity:** This statistic is also crucial, since Dexterity is used to determine a character's Armor Class. As above, feel free to shift points from Wisdom, Intelligence, and Charisma.
- ✧ **Constitution:** Fighters, rangers, and paladins (and their multi-class equivalents) should maximize their Constitution statistic to 17, 18, or 19, depending on their character's race (see later on). All others should keep this rating at a minimum of 16.
- ✧ **Intelligence:** Intelligence matters only for mages. Every mage should have an 18 Intelligence. Other classes don't suffer from a lack of Intelligence, so whittle this down for the benefit of the other stats if desired.
- ✧ **Wisdom:** Wisdom matters only for priests and druids. Maximize this stat at 18 for those classes and pull points from it when creating any other class.
- ✧ **Charisma:** As Charisma is next to worthless for all characters, don't hesitate to strip all the points you can from it. It only comes into play at stores (giving you a minor discount) and in certain dialogues. You'll only need one character with a charisma over 12 (make him the one who does all the buying and selling), or a mage with a Friends spell to communicate effectively with NPCs. You can usually find potions or other items that will pump your Charisma up when you need it in certain situations.

Shuffling points around to these statistics can prove a little more difficult for nonhuman characters and multi-class characters. Nonhuman characters have certain racial minimum and maximum scores, which limit the amount of points that can be added to or taken away from a statistic (for example, elves can't have less than an 8 Charisma). In addition, multi-class characters must have the minimum statistics required for all of their classes (so if you have a half-elf Fighter/Druid, you'll need a 9 Strength, a 12 Wisdom, and a 15 Charisma, plus the half-elf minimum statistics). On the plus side, a number of nonhuman races have some statistics that can go above 18, which increases their effectiveness greatly.

Note

While Intelligence and Charisma affect some dialogue choices, these are very few and far between. In the end, increasing important physical stats like Strength and Dexterity is more important to succeeding in the game.

If there's any piece of information you should take away from this chapter, it's that *Icewind Dale* is a hack and slash dungeon crawl. While there is some role-playing involved in the game, your physical stats will prove most important in the long run. There's no choice you can make during character creation that will prevent you from finishing the game, although certain areas might prove difficult to fight through.

Races

If you're a role-player, choose whatever race you want. If you're looking to beat *Icewind Dale* with

a minimum of fuss, then the choice of race comes down to this: humans can't multi-class, nonhumans can. The pros and cons of each race follow:

- ✧ **Humans:** Only humans can be paladins, and they can dual-class. If you plan on being any single-classed character that's not a paladin, you're better off choosing an elf or half-elf instead.
- ✧ **Elves and Half-Elves:** You can't go wrong with elves and half-elves. They have handy natural immunities to Sleep and Charm spells, and infravision that allows them to see heat in the dark. The only drawback of elves is that they can't be brought back to life with a Raise Dead spell. As a result, you may want to go with half-elves (who don't have this problem with the spell) instead. Still, elves have an advantage in that while their Constitution score can't go above 17 (which means they don't get as many hit points per level if they are the fighter class), their Dexterity can be pumped to 19, which gives them a great natural Armor Class. Furthermore, elves get a natural +1 to hit with long swords, broad swords, short swords, scimitars, and any type of bow (excluding crossbows).
- ✧ **Dwarves:** Dwarves gain bonuses to their saving throws against poison and magic, and they make great fighters. While dwarves can't have above a 17 Dexterity, they can have a 19 Constitution, which gives them a huge amount of hit points (if they're the fighter class), and even allows them to regenerate slowly over time.
- ✧ **Gnomes:** Like dwarves, gnomes receive bonuses to their saving throws against poison and magic. While they can have a 19 Intelligence (at the cost of a 17 Wisdom, maximum), Intelligence only matters for mage-based characters, and gnomes are limited to being illusionists. Gnomes make decent thieves, but are not as good as halflings. If you have your heart set on an illusionist/thief, you can't go wrong with a gnome.
- ✧ **Halflings:** Halflings make great thieves, since they have a 19 Dexterity. If you don't care about thieves, forget about halflings. They can multi-class, but their Strength can't go higher than 17. So while they can be fighters, they don't receive one of the best perks that the fighter class has to offer (i.e., exceptional strength).

Classes

Your character's profession is important, but of even more importance is what role each character serves in the party as a whole. We'll go over the pros and cons of each class in the following sections; afterwards we'll discuss what you'll want to strive for in making a party.

Fighters

Fighters are big, tough warriors. While they may not have all the perks of a paladin or ranger, they can triple, quadruple, or quintuple specialize in a weapon, something unique to the class. This means that they attack faster, more accurately, and can do more damage per hit. A fighter with a x5 specialization in a two-handed sword is a terrible thing to behold. You'll want at least one or two single-class fighters in your party. Keep in mind that only *single-class* fighters can have triple, quadruple, or quintuple specialization. If your dwarven fighter/thief wants to have three proficiency points in axes, he's out of luck.

Paladins

Great multipurpose characters, paladins are great in a fight and can perform minor healing magic, gain clerical spells when they reach a high level, cure disease, and so on. The fact that you can choose a paladin and then act as evil as you want (short of slaughtering townsfolk, which *will* cause an alignment hit) without penalties is a further bonus in *Icwind Dale*. In addition, their high Charisma makes them good front men for buying and selling from merchants.

Rangers

Rangers are effective characters, partly because they receive double the number of hit points at the start of the game and make the initial combats in Easthaven a bit easier. Rangers also choose a hated racial enemy right from the start (see Figure 1.2). They can pick from the following creatures: corporeal undead (ghouls, zombies, and wights), giants, goblins, lizard men, orcs, salamanders (fire and frost), skeletal undead (skeletons, lichs), spectral undead (ghosts, shadows, wraiths, specters), spiders, umber hulks, and yuan-ti. This ability gives you +4 on all to hit rolls, so don't choose a hated enemy that has a lousy AC (and is easy to hit anyway) or a creature that is uncommon or too weak to worry about (goblins and orcs).

Each enemy also carries a specific bonus, detailed below:

- ✧ **Corporeal Undead:** This type of living dead usually isn't too hard to hit (especially zombies), but choosing them could make the Vale of Shadows and Dragon's Eye a little easier.
- ✧ **Giants:** Not a bad choice, though they're not common in the game. The giants you'll meet in *Icwind Dale* include: verbeeg (several in the Temple of the Forgotten God), ettins (Upper Dorn's Deep), frost giants (Wyrms Tooth), and fire giants (Lower Dorn's Deep).
- ✧ **Goblins:** Take them only if you want to make the early part of Kuldahar Pass easier. After that, this racial choice is worthless.
- ✧ **Orcs:** There aren't many actual orcs in the game (except in the early part of Easthaven), though neo-orcs (super orcs) can be found in the later stages. Their armor class isn't all that impressive to begin with, however, so they probably aren't a good choice.

- ❖ **Skeletal Undead:** Choosing this category is probably the wisest move, since you'll encounter skeletons throughout the game. They're not that difficult to hit, but sheer numbers make having them as a preferred enemy a good idea.
- ❖ **Spectral Undead:** While the more immaterial undead are more uncommon than their skeletal brethren, picking them as the racial enemy is a good idea since they can be difficult to hit. That +4 bonus can come in handy when fighting shadows and spectral creatures.

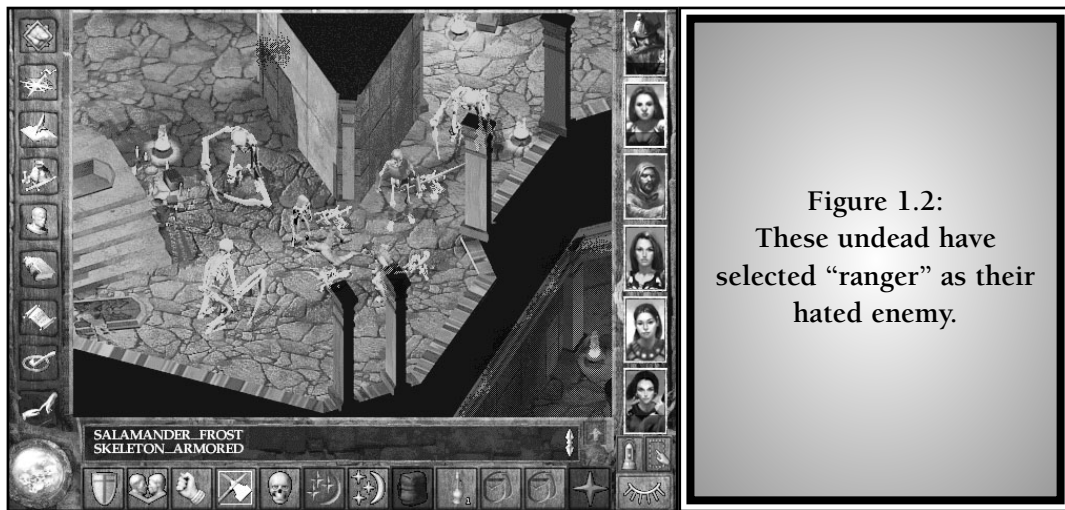


Figure 1.2:
These undead have
selected “ranger” as their
hated enemy.

Priests

You'll want at least one, if not two, priests in any party that tackles *Icwind Dale*. Their undead turning abilities can make short work of some of the toughest undead hordes in the game, and their healing spells and potential for raising other characters from the dead can save you from reloading a lot.

Druids

While druids can't use the same quality of armor as priests or turn undead, they do possess some nifty spells and magical abilities. When they reach seventh level, they gain the power to change their shape into giant beetles, winter wolves, and even polar bears. Having a priest is probably better in the long run, but druids aren't a bad choice.

Mages

At least one mage, preferably of the nonspecialist type, is a must in every party. Experiment with the other types of mage only if you create more than one for your party. If you want to have a mage in your party, at least consider making the mage multi-class. Single-class mages can have difficulty surviving later on in the game when your party will be encountering enemy archers and enemy spell-casters with many area effect spells in their arsenal.

Thieves

Thieves can be a nice addition to a party, but they're not absolutely necessary. They can hide in shadows, are skilled at backstabbing and scouting, and can detect and disarm traps. The ability to detect and disarm traps is probably the most useful skill thieves possess.

While clerics can cast the Find Traps spell at third level, it doesn't help them actually disarm the trap, and there's several points in the game where traps will be placed right across corridors you need to get by.

Tip

Mages should always choose Sleep and Magic Missile as their two starting spells. Make sure that Sleep is memorized when beginning the game. It makes the first chapter or two much easier for everyone. If you have more than one mage, the second mage should choose Identify as one of their starting spells.

Tip

Pushing your thief skills past 99% will help you offset negative modifiers for hard to find traps, hiding in well-lit areas, and picking difficult locks.

As for their other skills: While thieves can pick locks, any lock you come across can be opened with a mage's Knock spell (unless it needs a specific key, in which case, the thief couldn't pick it anyway). Thieves can also pick pockets, a skill that's of limited use here since potential victims (townspeople and shopkeepers) are only in a few places in the game. Still, there are a few points where you can pickpocket potential adversaries before they turn hostile, and rob them of all their potions and items before you fight them. The thief's ability to hide in shadows and backstab is also useful for hit and run tactics against some powerful monsters.

In the end, it can't hurt to have a thief in a party, but it might be better to use them as part of a multi-class character (fighter/thief, thief/mage, and so on). Thieves can give you a slight cash boost in early Easthaven by picking open a few locked containers and picking pockets, but the rewards are negligible. If you choose to play a thief, you might want to start out by pumping his pick pocket and open locks during character creation so you can rob everyone in Easthaven blind, then start developing your detect/disarm traps and stealth from then on.

Bards

Bards aren't really good at any one thing, but they can be handy to have around. While there are certain items that only they can use (see Chapter 3: Tools for Survival), their primary strengths lie in their high Lore skill, which can help them identify items quickly (you can still duplicate this with an Identify spell, however), their natural pick pocket skill (useful for some of the starting areas, as well as taking some of the skill pressure off your thieves), and their minor spell-casting powers, which make them a good "back-up" mage. Their bard song can also boost the party's luck, which can make difficult fights a little easier (see "Luck," later on).

Multi-Classing and Dual-Classing

Multi-classing is a term used to describe a character that is in two or more classes at the same time (fighter/thief, fighter/mage, fighter/mage/thief, etc.). He advances in both, dividing experience among the two or more classes. Multi-classing is available only to nonhumans. If you multi-class, the good news is it'll take you a long time to max out your levels, giving you plenty of room to keep growing. The bad news is that you might not max out your levels by the end of the game. This slowdown makes triple-classing a complete waste of time.

Dual-classing is a method of advancement that can only be used by human characters. It's a method by which a human can advance in a certain class, then abandon it and start anew in another class. When the dual-class character surpasses the level of the first class with the second class, he gains the abilities of both.

There are two aspects to dual-classing that you should take into account. First, don't wait until you're so high in your first class that your second class won't have a chance to catch up before the game ends. If you decide to dual-class as a 16th level fighter, keep in mind you'll have to become 17th level in the second class in order to use those fighter skills again. Second, make sure you have the statistics to support the second class you plan to jump to. There's nothing more crushing than raising your fighter to 15th level and then realizing you don't have the 17 Dexterity needed to dual-class to a thief.

My Weapon, My Ally

Placing points in your proficiency slots is an important decision. A glance through Chapter 3: Tools for Survival shows the selection of weapons you're likely to find in the game. While some of these weapons will only show up randomly, looking at the spread of weapons can govern which ones you want to spend points in. Only single class fighters can have more than two points in a single proficiency. Rangers and paladins can have two, and all other classes are limited to one (multi-class fighters are limited to two).

Note

Missile weapons are the best weapons in *Icewind Dale*. They might not *do* the most damage, but they can prevent you from ever *taking* damage. Pure class fighters (i.e., not multi-classed fighters) who have triple specialization in bows can tear apart enemies long before they can touch them.

Missile weapons are the instruments of choice here. You'll want at least one archer, preferably two, who've pumped their bow skill up to the max. Everybody else should have at least one proficiency point in some kind of missile weapon (priests should choose slings), if they are not specialists themselves.

Proficiency points and choice generally matter most for fighter-types. All other classes can only spend one point. Use it on a missile weapon, and then start spreading your points out amongst the more common weapons.

Party Composition

Here are some guidelines to bear in mind when putting your party together:

- ❖ You'll want at least one priest or druid with a high Wisdom who can memorize a lot of Cure Wounds spells. This can save you from multiple trips back to the inn to rest. Priests are best because they can also turn undead. There are places in the Vale of Shadows and Dragon's Eye where they can really thin the ranks when you're outnumbered.
- ❖ You'll want two "armor class lords" with an 18 or 19 Dexterity and the ability to wear any kind of armor. Their primary purpose is to stand in front of the party and serve as walls, keeping your weaker members (mages and perhaps archers) away from whatever

wants to slaughter them. Once your Armor Class drops into the negatives, it's pretty hard for a lot of creatures to hit you, at least in the early stages of the game, and that's what you want. You'll want one or two mages whose sole purpose is to gather every area effect damage spell they can get their hands on. Fireball is the spell of preference here. There are several places in Dragon's Eye and Kresselack's Tomb that need the light that Fireball spells can provide.

Note

"Armor class lords" with high Dexterity and the ability to wear all types of armor can also serve as "bait characters" if you need to run from a foe or lure a monster into a waiting line of archers.

- ✧ Some effective party combinations include the following: two fighters (human, since they're easiest to raise from the dead), a fighter/cleric, a single-class cleric, and two mages. Another good combination would be three fighters, a cleric/mage, a cleric, and a fighter/mage. All the other classes are usually extraneous (paladins and rangers aren't included because they can't achieve the x5 specialization that natural fighters can).

YOUR OTHER STATISTICS

A number of other statistics are also factored into each character's make-up. While you don't have much control over them, they can affect the game in many ways:

- ✧ **Lore:** This trait is handy for revealing an item's nature instantly. You won't need it if you have a mage with an Identify spell handy.
- ✧ **Luck:** Luck modifies almost everything your party does and everything that's done to your party. For every point of Luck, your party gains +1 to hit, +1 to damage, +1 to hit points gained from a healing spell, +1 to saving throws, -1 to an enemy's chance to hit, -1 to damage inflicted, a small bonus to thief skills, a bonus to bashing doors and chests, and even a boost to your weapon speed. Keep in mind that none of the damage or healing bonuses will take a weapon or spell beyond its normal range of ability (a long sword will still only do 8 hit points of damage, maximum).
- ✧ **Resistances:** Some items will make you resistant to certain forms of attack (see Figure 1.3 for an example of this at work). What you may not realize is that pumping your resistance past 100% will make you heal damage from that attack, depending on how many percentage points over a hundred you have (110% fire resistance will allow you to heal hit points up to 10% of the damage you would have taken). This is helpful against creatures that rely on one type of attack (cold or fire) or have a persistent damage effect around them. If your fire resistance is more than 100% when fighting fire salamanders, for example, you'll actually heal while they're attacking you.



Figure 1.3:
Having over 100%
resistance to fire can
help you when you're
surrounded by fire
salamanders.

Combat

While combat in *Icewind Dale* involves some complex variables, there are a few general rules to follow:

- ✧ Missile weapons are your friends (see Figure 1.4). Everyone should have at least one ranged weapon, and if possible, be specialized in its use. Missile weapons kill creatures before they have a chance to harm you.



Figure 1.4:
In the right hands,
missile weapons can trim
a horde down to size.

- ✧ Use the pause function to gauge a coming battle before running to attack any hostile creatures. Take stock of the situation, and let enemies come to you whenever possible.
- ✧ Some creatures in the game (usually animals) are pretty stupid. Move out of their line of sight and they'll simply wander back to their original positions and forget about tracking you. This is great for archers. Step out, take a potshot or two, then hide. The

irritated target will soon go back to its original position, at which point you pop out from the shadows and do it again. This process can be time consuming, but it prevents losing more hit points than you'd like.

Warning

Although it's a good idea to specialize in missile weapons, you will encounter creatures with enough hit points to withstand a rain of arrows and then enter close combat with your party. Don't neglect your melee skills; you'll need them against these creatures.

✧ The best combat tactic you can master is standing your ground when you see an enemy. The most dangerous thing in the game is your fog of war. The more you can see, the more creatures can see you. When you enter a new area, hold your ground and let the monsters you can see come to you. Then slowly and cautiously advance, killing everything you can see. After finishing one combat, inch forward again and repeat the process. With care, you can tangle with one or two beasts at a time and avoid the horde spread across the entire area.

- ✧ Watching a creature break morale and run can be fun, but it can also be dangerous to you, especially if one of your fighters is in melee combat with it. Watch out for this. If not ordered back, your fighter will attempt to follow the creature to kill it. He'll then unwittingly become the target for new monsters along the way if the fleeing monster runs into an area you haven't explored before. Let cowards run. You'll get them later, and pursuit isn't worth the risk.
- ✧ Use the environment to your advantage. When moving through passageways, use any outcroppings that block line of sight and shield the party from enemies. If you move carefully, you can control the spread of the fog of war to your advantage. If the monsters can't see you, they can't target you. Lure other creatures into long corridors with your archers waiting at the other end. Trick them into following you, then lose them in twisting passages. Wait for the beasts to return to their start point, then snipe at them again.
- ✧ Even though it may spoil the surprise, reading the walkthrough chapter of an area before going there can help prevent a number of reloads. Skimming the walkthrough will let you know what types of enemies you'll be facing and what kinds of weapons, spells, and items you'll want in your quick slots. When possible, stock up on extras of those items (oils of fiery burning, extra Magic Missile scrolls or wands, etc.).

The Adventuring Life

This section covers some of the more mechanical aspects of surviving *Icwind Dale* that aren't related to in-game strategies. It's more focused on using the interface and tweaking settings to your advantage.

When to Save

Knowing when to save your game is one of the most important skills you can master (see Figure 1.5). The golden rule is: Whenever the thought of saving your game crosses your

mind, do it. Even if the monsters in the game aren't a match for you, you never know when you'll make a dumb mistake (or kick a power cord) and lose an hour of adventuring time.



There are a number of situations in *Icewind Dale* where you'll want to get in the habit of saving:

- ✧ When a mage is copying a scroll spell into his or her spell book. If it fails, reload and try again so the scroll isn't lost.
- ✧ When you're ready to level up.
- ✧ Before stealing from a store or picking a pocket.
- ✧ Before talking to anyone who looks important.
- ✧ Before going into any new area.
- ✧ Whenever you are about to disarm a trap.

Try to use different save slots. It can fill up your memory, but it's always helpful to have a few backup saves available. You'll never be able to work yourself into an impossible position in the game, but save often just in case.

The Level Cap and Your Characters

Every class has a level cap. Your main goal in *Icewind Dale* is to hit this level cap as quickly as possible. There are two other things that should be mentioned about it, however. First, mages can only go up to level 14. Don't copy 8th and 9th level scroll spells into your spell book, since you'll never reach a level high enough to be able to use them. Second, don't try dual-classing unless you're sure that you can surpass the level of your current class with the new one.

Options Screen

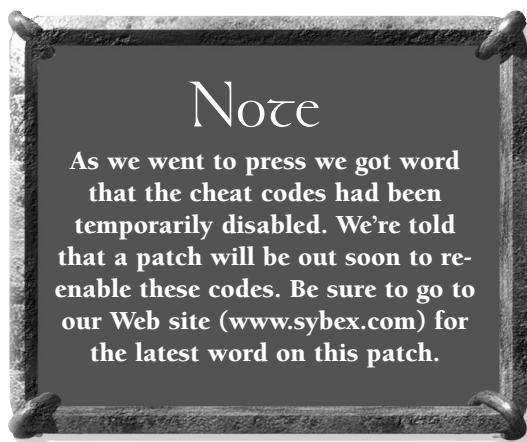
There's two important things about the options screen. One is the Maximum Hit Points per level button. Make sure this button is switched to "On" when you start the game. This will insure that whenever your characters level up, you get the maximum hit points you can per level. There is absolutely no penalty or difficulty change that occurs when you toggle this on, so do so. It can only help you.

The second thing comes into play when you're fighting translucent creatures. If you're fighting ghosts or shadows in an area, jumping to the Options screen and turning "Translucencies" to off will allow you to see them better. Many of the crypts and levels where they appear are very dark, and sometimes they can sneak up on you.

Alignment

At points in *Icwind Dale*, you'll be confronted with ethical dilemmas, either in scripted events or dialogues. With the exception of murdering townsfolk, none of these has any effect on your character. A paladin, ranger, druid, or bard is free to commit chaotic or evil acts with no consequences to his alignment or class. So feel free to lie, cheat, and pick-pocket anyone who gets in your way. The only exception is *don't kill people in Kuldahar or Easthaven*. Killing townspeople is one of the only things that can cause a ranger or a paladin to lose their special status.

How to Cheat



Furthering our theme of exploitation is the big question: How do you cheat in *Icwind Dale*? There are two ways to do it. First, check out the BG Chronicles website (<http://www.bgchronicles.com>) and check for a hack editor that can be used to alter your characters. These are pretty reliable and were used in *Baldur's Gate*, *Tales of the Sword Coast*, and *Planescape: Torment*.

You can also cheat without downloading a hack program. Open the *Icwind.ini* file in your root directory. Scroll down the ini file until you reach a section entitled [Game Options]. Beneath this title, type in the following:

Cheats=1

When this is entered, save the ini file, then play the game, and you'll suddenly have access to a cheat menu within the game. To access this cheat menu, hit CTRL + TAB while playing the game, and you'll see a small dialogue box pop up along the bottom of the screen. You can type in all sorts of commands here to give yourself more XP, create items, reset quests, and so on. Keep in mind that these commands have to be typed in *exactly* as they are shown here, or else it may cause the game to crash. Be sure to save before experimenting with these commands. Note that if the game is paused, some effects will not occur until the game is unpaused.

The first command you'll want to enable (and you'll need to do it every time you reload a game) follows:

```
CHEATERSDOPROSPER:EnableCheatKeys();
```

When you type this in (the command is case sensitive, so type it exactly as it appears above) and press enter, the following cheat keys become available:

Ctrl+J: Move all selected characters to the current cursor position.

Ctrl+R: Heal or Resurrect the character or character portrait that is highlighted by the cursor. This will not cure petrified characters.

Ctrl+Y: Kill off the character or critter highlighted by the cursor. You will NOT get the experience points for the critter you would if you'd killed it normally.

Ctrl+4: Will draw all trigger polygons on the screen. This is useful for finding traps and info text boxes, but it will not detect containers.

Ctrl+9: Show bounding boxes of characters on the screen.

Other commands you can type into the cheat box include:

```
CHEATERSDOPROSPER:ExploreArea();
```

This will erase the fog of war from the whole screen.

```
CHEATERSDOPROSPER:SetCurrentXP(NUMBER);
```

This will give all selected characters the amount of experience equal to the value entered for "NUMBER."

```
CHEATERSDOPROSPER:AddGold(NUMBER);
```

Gives your party an amount of gold equal to the value entered for "NUMBER."

```
CHEATERSDOPROSPER:FirstAid();
```

Gives your party 5 potions of healing, 5 antidotes, and 1 scroll of stone to flesh.

```
CHEATERSDOPROSPER:Midas();
```

Gives your party 500 gold pieces.

```
CHEATERSDOPROSPER:Hans();
```

Teleports your party to location the cursor is over.

As a final note, these are all cheat keys, and as a result, using them at certain points in the game may cause you to miss a trigger or avoid a scripted sequence that has to occur. While most of the cheat keys involving first aid and gold are pretty safe, be cautious when auto-killing critters or jumping around a map. You may end up ruining the adventure.

Multiplayer

Choosing your party, stats, and tactics is pretty much the same for multiplayer and single-player games. The only advice this guide can offer is to be sure of whom you're adventuring with. That'll often dictate your success and enjoyment. Don't journey with people who think firing a magic missile or two into your back (or even worse—disintegrating you!) is fun.

Miscellaneous Tips and Features

Output Text Option Courtesy of Michael Bernstein, *Icwind Dale* already has the capability to let you print out your characters into a text file. However, there is also a feature (not supported) that allows you to print out the full detailed descriptions of your weapons and items as well. Doing this is similar to setting up the cheat commands in the ini file above, but here's how it's done: First, open the *Icwind.ini* file in your root directory. Scroll down the ini file until you reach a section entitled [Game Options]. Beneath this title, type in the following: Output Full Detailed Description=1. Save off the ini file, then play the game. Whenever you hit the Text Output button on the character record screen, the resultant file will list all your item descriptions and statistics as well. If you ever want to turn this off, simply delete the line (and only that line) from the ini file, then save it off and the Text Output button will function as per a normal game.

Instant Health View One overlooked feature in *Icwind Dale* is displaying your health numerically over your character portraits. It's a quicker way of seeing your party's exact health without waiting for tool tips. To activate this feature, simply hit the "." key while on the main screen.

Phasing Damage This is a minor thing, but should any of your party members become "phased" as a result of an attack, the damage that phasing causes can be halted by casting a Cure Disease spell on the victim.

Looting When you've just fought 60 goblin raiders, it can be tedious to loot all the bodies since it's hard to see where the loot is (sometimes it can be hidden or camouflaged by another dead body). One tactic you can use to "clean up" the battlefield is to leave the map (preferably by the world map), wait eight hours, then come back. All the bodies should be gone, and all the loot should remain. Just be sure not to wait too long, as some items will vanish if they're left on a map for a while.

Inventory Management One last piece of advice: In *Icwind Dale*, your characters will go through long stretches of dungeons and wilderness filled with tons of items. While it's worthwhile to carry all the loot you can out of a dungeon, finding room for it all on your characters can be a task in itself. Just remember that you are not limited to just your personal inventory slots in your backpack—you can fill up your ammo slots, quick item slots, extra quick weapon slots, and your empty ring and necklace slots with plundered items in order to free up room for more loot.

If you can't carry everything you want out of a dungeon, and you're worried it might be gone when you return, find a container within easy reach and dump all the loot you've found into it. Items inside containers won't vanish, so you can use them as tiny vaults for the excess goodies you've found without fear of them disappearing.





CHAPTER

2

BESTIARY
OF THE DALE

Many dangerous creatures and monsters roam the lands of Icewind Dale. Some only wish to be left alone, while others might decide your party would make a tasty snack. Knowing your opponents' strengths and weaknesses will be crucial to your survival.

This chapter covers all the creatures you might encounter during the game. Complete stats, pictures, and descriptions can be found here as well as hints and strategies on how to best defeat them.

CREATURES of the Dale

All of the monsters and other characters in *Icewind Dale* have been listed alphabetically in this chapter, along with all the pertinent information you need to know and pictures for easy reference. Come back to this chapter often as you encounter new enemies in the game. You can gather precious information on their strengths and weaknesses as well as a few tips on how best to beat them.

Before you begin reading, take some time to familiarize yourself with the names of the various statistics and what they mean.

- ✧ **Armor Class (AC):** This number represents how difficult it is to hit a creature and actually do damage. The lower the number, the harder it will be to penetrate that creature's armor and/or natural protection.
- ✧ **Hit Points:** Hit Points represents the health of a creature. A creature dies when its Hit Point total reaches 0.
- ✧ **THAC0:** This literally means **To Hit Armor Class 0** (zero). This number represents how difficult it would be to hit someone with an Armor Class of 0. A low number in this field means that the monster concerned has a better chance of making a successful attack on your party.
- ✧ **Attack Damage:** This represents the amount of damage a creature does as well as what type of damage.
- ✧ **Number of Attacks:** This is the number of attacks that can be made per attack round.
- ✧ **Special Attacks:** Be sure to pay special attention to this category. Monsters will often have extra abilities and be able to deliver something "special" which could wreak havoc on party members.
- ✧ **Defenses:** Any special defenses or immunities will be listed here. A yeti, for instance, is used to living in the cold and is therefore immune to any cold attack you throw against it.
- ✧ **Experience Points (XP):** The all-important Experience Point category lists how much experience your party receives after successfully dispatching the creature.

Sometimes the attack or defense fields will list an item or weapon rather than specific details. This is done for two reasons. The first is to inform you that this creature is using this weapon or item and receives all the benefits of it. The second is so that you know that you can retrieve the items from the corpse of the creature (if you're fortunate enough to kill it). Should you need to know the specific details of the weapon, refer to Chapter 3: Tools for Survival.

Acolyte



Acolytes are devout followers of the Forgotten God. They have devoted their entire lives to serving and will do anything to defend the name and sanctity of their deity.

When set upon by these fantastical followers, try to keep them off balance by concentrating missile fire on them. This should be enough to ruin any spells they may be casting and allow your fighters to quickly finish them off as they are not very well armored.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
6	33	18	Unarmed	1	Priest spells levels 1–4	–	420

Arundel



Arundel is the archdruid of Kuldahar. He is the one who sent for help in Easthaven and is concerned about the evil happenings in Kuldahar. He needs your party's help in finding out just what is going on.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
2	62	12	Unarmed	1	Priest spells levels 1–7	–	3,000

Bear, Black



A creature of nature, these are extremely large and powerful animals. They can be found almost anywhere, roaming the lands in search of food. Although normally docile, in these harsh lands they look to your party as a potential source of food.

If attacked, try using Charm Person or Mammal to calm the animal down and then have it attack its friends. Or simply use Hold Animal to immobilize it for quick disposal.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
7	24	17	1D6 (S)	2	–	–	175

Bear, Cave



A cousin to the black bear, the cave bear is much larger and fiercer. It is very protective of its territory and will not hesitate to defend it, even against a wandering band of adventurers.

Use the same tactics as you would against a black bear. Charm Person or Mammal and Hold Animal work just as well against cave bears as their black cousins.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
6	56	13	1D10 (S)	3	—	—	650

Bear, Polar



The arctic version of the two animals described above, the polar bear can be found roaming the great white expanses of *Icewind Dale*. Be careful that it doesn't make a meal out of you, as food can be difficult to find in such barren lands and the polar bear is the ultimate killing machine on ice.

Luckily for you, the polar bear is an animal and can be easily controlled with such spells as Charm Person or Mammal and Hold Animal.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
6	76	11	1D12 (S)	3	—	50% cold resistance	1,400

Beetle



Beetles in the game represent nature gone wild. These giant-sized pests can swarm over a party before they know what is happening, leaving nothing behind but bits and pieces of inedible armor and weapons.

The eyesight of these beetles isn't too good, so a quick and agile group of fighters can usually put a quick end to them.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
4	16	19	1D10 (P)	1	—	—	120

Beetle, Bombardier



At a size slightly larger than a dwarf and with mandibles that can easily cut through the thickest of plate armor, these beetles are something to be feared. Careful consideration needs to be taken before you attack, though a well-armored and armed group of fighters can easily take out a group of them with minimal damage. Watch out for the gas cloud attack that earned the bombardier beetle its name. The small cloud of explosive vapor it breathes can stun and damage your party members at close range.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
4	16	19	2D6 (S)	1	Gas cloud	—	420

Beetle, Boring



These beetles have large pincer-like mandibles that are used for boring into rotted trees or heavily armored people. Considerably tougher than the bombardier beetle, this type of giant insect can present you with a tough fight.

Boring beetles have armor similar to that worn by a veteran adventurer and can deal out a lot of damage per hit. Missile weapons and ranged spells are the best way to defeat these creatures.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
3	36	15	5D4 (S)	1	–	–	175

Beetle, Fire



Fortunately for you, the fire beetle derives its name from its striking coloration and glowing glands and not an ability to use fire attacks. It's the weakest of the beetles and can be dispatched with minimal effort.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
4	9	19	2D4 (S)	1	–	–	35

Beetle, Rhinoceros



At roughly the size of a beetle—Volkswagen Beetle, that is—this gigantic insect can turn your party into hamburger in the blink of an eye.

Use ranged weapons or spells and retreat to safe distances whenever possible. Because of its huge size, the rhinoceros beetle has trouble maneuvering in tight areas. Make this work to your advantage by hiding behind debris and other objects while constantly peppering it with arrows.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
2	84	12	2D8 (S)	2	–	–	4,000

Belhifet



Belhifet is the being responsible for all of the troubles in *Icewind Dale*. Essentially, he is the one you've been sent to destroy. Belhifet casts offensive spells at you from a distance and will then close in for some melee combat. He'll then cast "Infernal Conveyance," a Flame Strike variant that hits the entire party and then gates him to a safe distance where he will start the cycle over again. If all that weren't bad enough, Belhifet's iron golem guards will be hacking away at your party while you're trying to dodge their master's spells.

Your best chance to defeat Belhifet is to keep the pressure on him constantly. Melee combat will do the most damage to him, but keep casting spells at him as well because every little bit will help. If you're lucky, you just might be able to disrupt some of his spell-casting.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
-12	350	3	1D10+5 (S)	3	Mage and priest spells, including all levels, stuns with melee attacks, weapons inflict disease and poison	100% fire and poison resistance, 50% cold and magic resistance, +3 weapon required to damage	45,000

BERSERK WARRIOR



These warriors come from the fierce barbarian tribes of the north. Fierce fighters that have more brawn than brains, these berserkers will come to your party's aid when called by the Bardic Horn of Valhalla. They can be summoned once per day.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
8	40	16	1D8 (S)	1 1/2	—	—	0

Black Knight



This unique creature is summoned through the use of the Black Knight chess piece. Once the item is used, the Black Knight will appear and silently attack the nearest enemy for a short period of time. The Black Knight is a skilled melee combatant, but will not take specific orders from the summoner.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
0	100	10	1D8 (S)	3	—	—	2000

BROTHER POQUELIN



This is the priest form of Belhifet. Even though this guise is relatively puny compared to his true form, Brother Poquelin possesses a staggering arsenal of offensive spells and summoned monsters. The most deadly of his spells is "Heavenly Inferno," which can be cast by Belhifet in any form (see the entry for Belhifet above for further details). Once you reduce this form of Belhifet down to a certain percentage of Hit Points, he will be forced to retreat.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
-8	250	6	Unarmed	3	Mage and priest spells, all levels, stuns with melee attacks	100% fire resistance, 50% cold and magic resistance	0

CARRION CRAWLER



These giant worms can usually be found in dark, dank caves. As the name suggests, Carrion Crawlers normally feed on the dead, but are willing to attack the living to speed up the process.

These massive beasts are easy to hit and do very little damage. Watch out for their ability to stun, however. Try to isolate them and kill them one at a time, or else you might find your whole party incapacitated and digested by these giant slugs.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
7	22	17	1D2 (C)	4 1/2	Stun	—	420

CRYSHAL SENTRY



The cryshal sentries are creations of the crystal shard. You can temporarily stop a cryshal sentry by reducing its Hit Points to 1, but you can't kill it directly. Given enough time it will regenerate and come after you. The only way to permanently destroy them is to defeat Pomab.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
-4	100	5	1D10 (S)	2	—	100% electrical resistance, 10% fire and cold resistance, +2 magic weapon required to damage, immune to spells and effects that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death	10,000

ELEMENTAL, EARTH



Elementals are powerful creatures made up of the four basic elements and are summoned by magic to fulfill any task put forth by its summoner. When called, the earth elemental takes its form from the surrounding dirt or earth. Earth elementals tend to be slow, lumbering creatures that strike with the brute force of the very earth.

This monster is incredibly accurate with its attacks, so if you plan to go toe to toe with it, carry a lot of healing potions. Make sure that your weapon is +2 or higher, as anything less won't hurt it.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
2	84	9	1	4D8 (C)	—	+2 magic weapon required to damage	6,000

Elemental, Fire



Dragged from the elemental plane of fire to do the bidding of the one that summoned it, the fire elemental is a fearsome creature. Although it attacks with less power than an earth elemental, it makes up for this in speed, attacking three times per round instead of just once.

Spells brought this creature into this world, so it's only right that spells send it back. Keep your distance and blast this creature with every spell you can except those that use fire.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
2	84	9	1D8 (C)	3	—	100% fire resistance, +2 magic weapon required to damage	6,000

Elemental, Water



Just because it's made from such a benign substance as water, don't assume that the water elemental is a pushover. This elemental can solidify its appendages at will, striking with the same force as its earth elemental cousin.

Put some distance between you and this creature when you encounter one. "Retreat and attack" is always a good method to adopt when dealing with such powerful creatures as these.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
2	84	9	4D8 (C)	1	—	+2 magic weapon required to damage	6,000

Elf, Warrior (Shadowed)



The shadowed elf warrior includes those elves with the names of shadowed elf archer, shadowed elf swordsman, and shadowed elf officer. These elves were once part of the proud army of the Hand of the Seldarine. Now they are crazed undead shades forever doomed to roam the place of their demise.

Give an elf a bow and your enemies will quickly turn into pincushions. This is normally a good thing unless you are considered the enemy. Use your cleric's turn undead ability first and then concentrate your forces on the remaining archers and spell-casters. The outcome of the battle depends on you disabling them quickly.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
1-3	24-48	15-17	Sword 1D8+2 (S) Bow 1D6+2 (P)	2	—	Immune to the effects of fear, poison, petrification, confusion, charm, sleep, hold creature, and death magic	420-670

Elf, Cleric (Shadowed)



This section covers the shadowed elves with names like shadowed elf acolyte, shadowed elf cleric, and shadowed elf priest. The shadowed elf acolyte might as well be considered just another warrior-type elf, since they lack the ability to cast spells. However, the shadowed elf cleric and shadowed elf priest do not suffer from this shortcoming, with the duo being able to cast up to level three and level four spells, respectively.

A smart party of adventurers knows that spellcasters can mean some serious trouble. If you have the opportunity, take these dangerous opponents out of action quickly. Consider them only a slightly greater threat than the archers, though, since most of their spells aren't offensive.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
0-4	21-48	14-17	1D6+3 (C)	1	Priest spells levels 1-4	Immune to the effects of fear, poison, petrification, confusion, charm, sleep, hold creature, and death magic	175-1400

Elf, Mage (Shadowed)



The shadowed elven wizard can be a very dangerous opponent if not taken care of in short order. You'll often encounter two or more of them sitting behind the lines casting Magic Missile at your party or maybe a Fireball or two. The elven wizard can cast up to third level mage spells, so all this is possible.

Failure to kill them in the first round of combat can be disastrous. Fortunately, shadowed elven wizards can easily be taken care of with a few well-placed arrows and magic missiles.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
6	19	17	1D6+2 (C)	1	Mage spells levels 1-3	Immune to the effects of fear, poison, petrification, confusion, charm, sleep, hold creature, and death magic	975

Frostbite



Frostbite is the lazy leader of the white wyrms. His only interest is keeping his and his clan's stomachs full. In exchange for killing Joril's father, Joril has agreed to keep his clan fed. Any attempt by you to disrupt this agreement could result in some hard feelings between you and the clan.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
-2	93	7	2D8 (C) 1D8 (C)	3	—	100% cold resistance, 25% slashing, piercing, and missile resistance	7,000

Ghast



These nightmarish creatures roam crypts and catacombs searching for dead creatures to feed on. Ghasts are considered undead cousins to the ghouls. They look and act much the same as ghouls, except they are completely resistant to cold and can spread disease to party members.

The best way to defeat ghasts is to use your cleric's ability to turn undead. Consider summoning creatures to do battle with them, as this way your party will avoid the threat of paralysis. Then use spells and missile weapons to kill them.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
4	28	17	1D8 (P)	2–3	Paralysis, disease (-2 THAC0)	100% cold resistance, immune to the effects of fear, poison, petrification, confusion, charm, sleep, hold creature, and death magic	650

Ghoul



At one time these creatures were human, but the transformation from human to ghoul has left them hideously disfigured. Ghouls love to feast on the flesh of unwary adventurers.

Try using your cleric's special ability, turn undead, to thin the ghoulish ranks and then use a Protection from Undead scroll on your best fighter. This will protect him from all attacks from the undead and allow him to dispatch the ghouls without worrying about getting paralyzed. Elves are immune to ghoul paralyzation (but not ghast paralyzation).

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
6	14	19	1D6 (C)	3	Paralysis	Immune to the effects of fear, poison, petrification, confusion, charm, sleep, hold creature, and death magic	175

Giant, Cyclops



Don't believe the story of David and Goliath, as a sling isn't going to bring this behemoth to its knees. Oddly enough, for a creature that has only one eye, it has a very good chance of squashing its target.

Hack and slash, throw spells, or use ranged weapons when fighting a cyclops, as the big guy is vulnerable to them all.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
2	91	5	6D6 (C)	1	—	—	4,000

Giant, Ettin



In the case of the ettin, two heads are not better than one. These creatures are dumb, their main concern being their stomachs and how best to keep them full. This bodes ill for any creature unlucky enough to cross their path.

For a giant, this twin-headed idiot does little damage. Try the frontal assault with your fighters, while at the same time wear him down with spells and missile weapons from your support party members.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
2	70–95	7	2D8 (C)	2	–	–	3,000–5,000

Giant, Fire



Fire giants are one of the more intelligent species of giants. They usually live in well-organized groups and can wear armor. This makes them a formidable foe and a step above the ettin and cyclops.

Being fire giants, these big guys are immune to fire attacks, but are vulnerable to anything else you might throw at them. Try to separate them from groups and attack them one at a time. Missile weapons and spells would be the optimal attack routine to use here, as they can do a lot of damage in tight melee combat.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
-1	110	5	2D10 (C) (S)	1	–	100% fire resistance	8,000

Giant, Frost



Frost giants are exactly like their fire giant cousins, except that they are immune to cold attacks instead of fire. Resist the urge to rush in and attack them head on, unless you've got either a death wish or unlimited healing spells. Instead, lead them away from any groups they might be in and cast spells and use missile weapons.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
0	102–115	5–7	1D8 (S)	1	–	100% cold resistance	7,000

Giant, Verbeeg



For all appearances, the verbeeg appear to be giant-sized, caveman-like humans. They are usually armed with some sort of shield and club, while for armor they usually use the hides of various animals.

The verbeeg are the weakest of the giants, but still formidable foes nonetheless. They have no resistances or immunities and can be dispatched with normal weapons.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
3	50	12	1D10 (S)	2	–	–	270

Գօծւն



A goblin is a small humanoid with pointy ears and sharp fangs. By itself, a goblin is a small nuisance, but put a goblin together with a bunch of its friends and you have trouble.

Since goblins attack in packs, try to bunch them up into a tight group and then cast an area effect spell like Fireball into their midst. If armed conflict is more to your liking, rush in with your fighters. Kill the archers first and then slaughter the remaining axe-wielders.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
6	6	20	Axe 1D8 (S) Bow 1D6 (P)	1	–	–	15–25

Գօծւն (Shadowed)



Better known as the shadowed goblin grunt and the shadowed goblin archer, these are basically undead versions of the normal goblin. Being undead has given them slightly better combat advantages than their living relatives as they receive the same resistances as other undead.

Spells that cause damage are very effective, so throwing a nice fireball into the middle of a group of shadowed goblins is always good option. Otherwise, just hack your way through them with your swordsmen.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
4–5	14–18	18	Axe 1D6+1 (S) Bow 1D6+2 (P)	2	–	Immune to spells and effects that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death	120–270

Գօծւն, Եւտե



These goblins are slightly better trained than their cousins. This allows them to attack in a more focused manner, making them a very dangerous foe in large numbers.

Equip your fighters with shields to protect them from the barrage of arrows that are sure to follow in any attack. Then use party members with ranged weapons to pick off their bowmen.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
6	6–8	19–20	Axe 1D6 (S) Bow 1D6+2 (P)	1–2	–	–	35

Goblin, Elite (Shadowed)



The names for the dead goblin elite are shadowed goblin warrior and shadowed goblin marksman. More powerful than their living brothers, and granted the additional immunities of the undead, these creatures can be a real menace.

Using the turn undead ability of your cleric is the best way of dispersing or dispatching these monsters. Shadowed goblins are also vulnerable to normal attacks and attack spells such as Fireball.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
4-5	19-23	13-15	Axe 1D6+1 (S) Bow 1D6+2 (P)	2	—	Immune to spells and effects that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death	175, 420

Golem, Iron



Iron golems are giant dolls that have been animated through the use of magic. These golems are usually set to a simple task and have no minds of their own. Attacking one head-on is tantamount to suicide since they are highly resistant to almost all forms of damage and will defend themselves vigorously.

The only way to damage an iron golem is with brute force. Be sure your weapon is of sufficient power and cast all the aid spells you can before tackling one. Otherwise, retreating might be the better part of valor.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
3	80	3	4D120 (C)	2	Can cast Cloudkill as a breath weapon	+3 weapon required to damage, 100% cold, fire, electrical, acid, and magic resistance, immune to spells and effects that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death	13,000

Joril



Joril is the newly anointed leader of the frost giants who gained his title through the treacherous murder of his father. Surely, this has earned him a most deserving death.

If possible, try to separate Joril from his friends, so they can only attack you one at a time. Enhance your party with magic prior to battle and keep a supply of healing potions and spells ready to counteract the punishment that Joril can deal out.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
0	145	5	Joril's Axe	2	—	100% cold resistance	9,000

Kaylessa



In life, Kaylessa was the weapons master of the Hand of the Seldarine. Now she is a tormented soul in need of the party's help. After you finish her quest, she will request an honorable death. Wait until then to send her to her final rest.

As a weapons master, she is a tough, but not impossible, fight. Simply overwhelming her with your party in melee combat should be sufficient to defeat her.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
2-3	120	12	1D6+2 (P)	1	—	Immune to spells and effects that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death	1,300

Kerish



Kerish is the leader of the frost salamanders. You must obtain his permission to enter his domain or he and his followers will make short work of your party.

Should you get on his bad side, attack with fire weapons and spells, as fire damage will do 50% more damage than normal. Beware the cold aura of him and his guards. Multiple auras can do multiple damage and quickly deplete the Hit Points of your party. If you defeat him, be sure to retrieve the Spear of Kerish from his body.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
3	85	11	Spear of Kerish	2	Cold Aura	100% cold resistance, -50% fire resistance, player must use a +1 weapon or above to hit Kerish or be level 4 or higher.	5,000

Kontik



Kontik is a powerful 18th level follower of Auril. She is not a cheerful person and will attack you with very little provocation. The good news is that it's okay to kill her. The bad news is that she isn't glowing that way just for show. She's equipped with some deadly magical items and isn't afraid to use them.

Try to keep her off balance with a constant barrage of missile fire. Prepare to be blasted by that dagger of hers on occasion regardless of how well you keep up the assault, however.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
-2	60	9	Breath of Auril	1	Mage spells levels 1-9	Robe of the Evil Archmagi, Ring of Protection +2	8,000

Kresselack



In life, Kresselack was a ruthless conqueror who ravaged and pillaged the land. Now he is cursed to forever haunt his tomb. Kresselack will send you on various quests to help you discover the true evil currently spreading across the land. He will reward you with various magical items.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
-5	150	1	1D6 (S)	3	–	Immune to all forms of attack	7,000

The Idol



This hideous idol is the source of evil in the Broken Temple. Because of it, dark forces are able to control the actions of the priests as if they were puppets. When destroyed, the priests are freed from its control and all the undead in the area will be destroyed.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
-7	150	20	Unarmed	1	Mage and priest spells levels 5–7	All saves set to 5	10,000

Larrel



A baelnorn is an elf who has become undead in order to complete a task that could not be finished in life. Because of Larrel's part in the demise of the Hand of the Seldarine, he has been cursed to be a baelnorn until he can put his brethren to rest.

Listen to what he has say. If you decide to attack him, be aware that he was an accomplished mage in life and still remains one in death. Not only that, but Larrel's curse and the unusual circumstances of his death make him impossible to defeat. If you attack him before he has had a chance to give you the information you need, your game will be over before you know it.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
-3	100	14	Unarmed	1	Mage spells levels 3–7	+2 weapon to damage, immune to spells and effects that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death	0

Lisspen



To be a king of lizard men, you have to be bigger and just slightly smarter than your subjects. In other words, you have to have just enough intelligence to realize that you can bully other lizard men into doing what you want.

Be careful of Lisspen, as he's king for a reason. This is a pretty straightforward fight with only the lizard man shamans being a true nuisance.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
3	63	13	1D10 (S)	2	—	—	1,300

Lizard Man



These green scaly creatures are a little bit tougher than goblins. Luckily, lizard men have not mastered the art of ranged weapons and therefore are little more than a mere nuisance to a well-armed party. Simply wade in with your fighters and send these reptiles back where they came from.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
5	15	19	Axe 1D10 (S) Halberd 1D10 (S) Morning Star 1D10 (C)	2	—	—	65

Lizard Man, Tough



Slightly stronger and possessing a bit more battle experience than their similar looking brethren, the tough lizard men live up to their name. Wielding strange, but deadly weapons, great care must be taken before engaging them in combat.

Try using the standard “fighters to the front and spell casters and bowmen to the rear” strategy. If the tough lizard men should happen to have a shaman in their midst, blast him first and worry about the others later.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
4	33	16	Lajatang 3D4 (S) Naginata 3D4 (S) Tetsubo 3D4 (C)	2	—	—	310

Lizard Man, Shaman



Lizard men shamans are the spiritual leaders of the lizard men. They are tricky opponents, as they look quite similar to tough lizard men. Distinguish shamans from their kin by the large studded clubs that they carry. Lizard men shamans typically cast Hold Person on the first enemy they see. In the crowded corridors of Dragon's Eye, these spells can take out quite a few of your party members. Be sure to hit them with Magic Missiles and arrows as soon as you detect them.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
4	30	17	3D4 (C)	2	Priest spells levels 1–3	–	850

Maiden Ilmadia



Maiden Ilmadia is the leader of the fire giants who are intent on dismantling the Great Forge. Needless to say, she is one mean elf and the world would be a better place if she weren't in it.

Don't try to go toe-to-toe with her in melee, because you're almost assured to lose—especially if she gets a chance to drink her potion of storm giant strength. The fire giants around Ilmadia will attack if you start combat with her, so even if you defeat her, you may not live to enjoy your victory.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
-3	102	4	Alamion	3 1/2	–	Black Swan Armor, Argent Shield	7,000

Malavon



Malavon is a deranged dark elf sorcerer of immense power. Whatever you do, don't trust him. When you reach Malavon's Dome and defeat his guards and simulacrum, he will proceed to cast various nasty spells at you, then use Dimension Door to move to another part of his dome. As he teleports throughout the dome, his tactic is simple: cast Web, then cast an area effect damage over time spell. This spell is typically Cloudkill, but it is sometimes Death Fog or Incendiary Cloud. If you have Free Action devices or spells available, be sure to use them before the Webs start to appear.

The trick to killing Malavon is that he will never teleport back to a room that he has cast an area effect spell in. By process of elimination you should be able to trap him. Use missile weapons and fast spells to disrupt his spellcasting and get in as many hits as possible before he manages to teleport. Beware, though, as Malavon's teleportation patterns are random. Don't expect to load a save game and have his pattern plotted out.

Getting in close to Malavon can be difficult, as his instinct is to cast his special spell Malavon's Rage whenever a number of enemies gets within range. This potent spell does 20–80 points of piercing damage, and thus is very difficult to resist. He will also hurl other devastating spells at the party, including Finger of Death, Flesh to Stone, and Dire Charm. If he gets a chance, he'll also summon elementals and monsters to storm after the party.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
3	60	15	Fire Kiss	1	Mage spells levels 1–9	Robe of the Watcher	50,000

Marketh



Marketh is a human thief who was once part of an adventuring party that was out to stop Brother Poquelin. At the first chance, he betrayed his comrades, killing them. He now serves Poquelin as a slave master in New Dorn's Deep. Marketh takes up residence in the palace of Lower Dorn's Deep, where he lives with his sidekick, Seth, his bodyguards, Fleezum and Flozem, and his concubine, Ginafae (Malavon's sister). Marketh is not so difficult to defeat in combat, but the constant presence of his thieves, Seth, Fleezum, and Flozem, pose a greater problem. Get rid of them through combat or guile before you encounter Marketh, and your combat with the thief will be much easier.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
0	65	8	Valiant	3	–	Black Dragon Scale	8,000

Minotaur, Blind



With the head of a bull and the body of a man, minotaurs give nightmares to even the hardest warriors. Most comfortable in mazes and labyrinths, minotaurs will relentlessly hunt down their prey. Most of the minotaurs encountered in *Icwind Dale* are found in the Artisan's District, where they become exceptionally dangerous when paired with Malavon's umber hulks.

Wear down minotaurs with spells and missile weapons before engaging them in hand-to-hand combat. Be careful, as they're deadly accurate with those huge axes that they carry with them. Because they're blind, they take a penalty to hit. However, this also makes them immune to the confusing gaze of their umber hulk allies.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
6	45	11	2D6 (S)	2	–	–	3,000

Mummy, Lesser and Greater



Mummies are undead creatures usually wrapped in rotting bandages and have a hatred for all living things. The following stats represent those of the regular mummy and those of the greater mummy, respectively.

If possible, attack both types of mummy from a distance. They have a nasty habit of passing on diseases to those attacked, and a slow, agonizing death awaits those caught without a cure.

Greater Mummies can be incredibly dangerous foes. Mummified high priests, they possess many of the abilities that they did in life. In their undead form, however, they cast even more deadly spells. Destroy them as quickly as possible, as the spells that they use are frequently fatal.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
3, 2	45, 70	13, 11	1D12 (C)	1	Disease	+1 weapon required to damage, 100% cold resistance, 50% crushing, slashing, piercing, and missile resistance, immune to spells and effects that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death	3,000, 8,000

Myconid, Blue



The myconid, or fungus man, comes in two colors, red and blue. Both can be found in deep underground caverns. Although they prefer to be left alone, these creatures will defend their territories if provoked. Myconids can create a spore cloud that will cause the attacker to become confused or fall asleep.

Since they have no armor and few Hit Points, blue myconids are easily killed with slings, bows, and other ranged weapons. Just keep them at a distance so that your party doesn't succumb to the spores.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
10	40	19	6D4 (C)	1	Spore cloud	–	66

Myconid, Red



Red Myconids are considerably more powerful than their blue cousins. Created by Malavon's magical experimentation, they possess great strength, fortitude, and an evil demeanor. Treat them with more respect than their kin.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
10	50	19	6D4 (C)	1	Spore cloud	–	65

Mytos



Mytos is a powerful priest of Myrkul. Listen to what he has to say before you decide the world is a better place without him.

Turn Undead will have little effect against Mytos, but it might persuade his guardians to go elsewhere. Keep the pressure on Mytos or else the tide of battle will change when he manages to cast some spells.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
5	40	14	1D10 (C)	1	Priest spells levels 1–4	100% electrical, cold, and missile resistance, 50% slashing and piercing resistance	1,000

Neo-Orog



Neo-orogs are a magical hybrid of orcs and ogres, created by the Red Wizards of Thay. They take the absolute worst elements from each race. This particular creature is the weakest type of neo-orog and is easily distinguishable by its reddish skin color. Although weak by neo-orog standards, a group of regular neo-orogs can easily turn an adventurer's good day bad.

The neo-orog has no special resistances or attacks and can usually be dispatched with normal weapons.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
3	21	17	1D8 (S)	1	–	–	750

Neo-Orog, Chieftan



The neo-orog chieftan is easily recognizable from the others, as it stands a full head taller than its fellows. By sheer strength of arms, this neo-orog rules over all the others. Still, he's just bigger and tougher than normal orog, and has no unusual special resistances or attacks.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
3	35	15	Cairn Blade	1	–	–	3,000

Neo-Orog, Elite



The neo-orog elite looks similar to the standard neo-orog except that they have black skin. These particular neo-orogs are vicious and more skilled than their red-skinned brothers. Although they're more vicious, these neo-orogs have no special resistances and attack with normal weapons.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
3	28	17	1D6 (P)	1	–	–	1,500

Orc



The orc is a humanoid creature with green skin, a pig-like snout, sharp teeth, and pointed ears. They are very warlike and will attack any creature within sight. Their ranged attacks can be deadly, so engage the bowmen first and then take care of the axe-wielding orcs.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
6	10	19	Axe 1D8 (S) Bow 1D6 (P)	1	—	—	15–35

Orc (Shadowed)



These undead orcs can be found in the area known as the Severed Hand and will be labeled as shadowed orc grunt and shadowed orc archer. Other than the standard immunities that the undead carry, shadowed orcs have no real resistances and should present little trouble in a fight.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
5	20	17	Axe 1D8 (S) Bow 1D6+2 (P)	2	—	Immune to spells and effects that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death	270, 420

Orc, Chieftan (Shadowed)



Much tougher than any living orc, this orc is larger and smarter than the rest. He can usually be found at the back of his minions, whipping them into a battle frenzy. Isolate him and concentrate your firepower to quickly remove him from battle.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
2	35	13	Axe 1D8 (S)	2	—	Immune to spells and effects that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death	410

Orc, Elite



Take your standard orc and add a little battle experience to fashion the elite orc. Basically, they are just a slightly tougher version of the orc, so use on them the tactics outlined above.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
4	14	19	Axe 1D8 (S) Bow 1D6 (P)	1	–	–	35

Orc, Elite (Shadowed)



Located in the Severed Hand, the undead version of the elite orcs are known as the shadowed orc marksman and the shadowed orc warrior. These creatures can actually present a pretty tough fight, particularly when they're massed in large groups.

As always, when fighting the undead, try using your cleric's ability to turn undead first. Then focus on the archers, who can devastate your party in seconds. If you have the chance and can get the undead orc elite to cooperate by bunching up, an area effect spell can do wonders to clear an area.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
4	25–29	13–14	Axe 1D8 (S) Bow 1D6+2 (P)	2	–	Immune to spells and effects that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death	270, 650

Orc, Shaman



Orc shamans are the spiritual forces behind orc tribes. At the same time, however, they lack offensive spells and are more vicious to look at than they are to fight.

Still, take them out first if possible, as they'll cast Curse on your party if you don't. Otherwise you can safely forget about them until the end of the battle.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
4	19	19	1D6 (C)	1	Priest spells level 1	–	175

Orc, Shaman (Shadowed)



In death, orc shamans have learned to believe a little bit more in their god and can cast up to level 2 priest spells, making them a bit more dangerous than their living counterparts.

Because shadowed orc shamans can cast level 2 priest spells, this puts them a bit higher on the kill list. If you have the chance, take them out first or you might find a party member or two succumbing to Hold Person spells.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
7	19	16	1D6+2 (C)	1	Priest spells levels 1 and 2	Immune to spells and effects that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death	180

Pomab



Pomab isn't the lowly, sniveling shopkeeper you thought he was when you first met him in Easthaven. As it turns out, he is in cahoots with Brother Poquelin. When you encounter him in Cryshal Tirith, he will set his cryshal sentries upon you and create six mirror images of himself. To kill him and the cryshal sentries, you must find and hit the real Pomab six times. Each time you hit Pomab, one mirror image of him will disappear, until he is the only one remaining. The simplest way to do this is to use your missile weapons to quickly attack each of the mirror images until you score a hit on the real Pomab.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
7	12	20	1D4 (P)	1	Wand of Lightning	100% fire, cold, magic, electricity and acid resistance	5,000

Presio



A necromancer and priestess of Talona, Presio is directly responsible for creating all of those nasty poison zombies and imbued wights. In addition, she works for Yxunomei. Attack her with care because she is heavily guarded by her creations.

Presio's prime tactic is to flood the entrance to her room with a Cloudkill spell. The poison of the spell won't affect the undead, but it can really mess up your party. Barrel through the cloud with fighters and attempt to get to Presio as quickly as possible. If you decide to attack her with missile weapons, make sure they are magical, because Presio will attempt to cast Protection from Normal Missiles on herself.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
8	80	13	Presio's Dagger Hammer Tizil +2	1	Mage spells levels 1-6	Necromancer's Robe	4,000

Salamander



Salamanders are native to the elemental plane of fire and thrive in places of intense heat. Not only do these creatures thrive in warm locales, they also radiate heat and will do 1D6 of fire damage per round if any of your party members gets too close.

The best way to defeat salamanders is to blast them with weapons and spells that deal cold damage. Cold damage will inflict 12 percent more damage than normal. Whatever you do, don't let them surround you. Multiple fire auras will make short work of your party.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
5	56	13	1D8 (S)	2	Aura of fire (1D6 fire damage per 100, 10' radius)	100% fire resistance, -12% cold resistance	2,000

Salamander, Frost



Think of the frost salamander as the exact opposite of a regular salamander. Instead of fire, the frost salamander revels in cold. Also, unlike his warm weather relatives who produce heat, the frost salamander radiates intense cold, causing 1D6 of cold damage to those that wander too close.

The surest way to defeat a frost salamander is to use spells or weapons that give fire damage. Fire does 50 percent more damage than normal because of the frost salamanders' low tolerance for heat.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
5	56-72	11-13	1D8 (S)	2	Aura of cold (1D6 cold damage per round, 10' radius)	100% cold resistance, -50% fire resistance	2,000

Seth



Seth is a diminutive little crony who serves Marketh. Don't be fooled by his small size—he is well protected by magical armor and his strength is augmented by his gauntlets. He and his henchmen can make for a pretty tough fight. If Seth isn't killed in front of the palace, he later appears in combat with Marketh, where he will attempt to backstab the first mage he sees.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
3	56	20	Salamander's Tongue	1	—	Studded Leather Armor +2, small shield +1, Gauntlets of Elven Might	7,000

Shadow



The shadow is an insidious form of undead creature that looks much like its name. A successful attack by a shadow will temporarily drain its target of strength for every successful hit of damage.

Using a Protection from Undead Scroll is a great strategy. This will render the user immune to attacks from the undead temporarily, so cast it on your fighters and have them attack without fear of being drained.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
7	24	16	1D4+1 (P)	1	Disease (-1 Strength)	+1 weapon required to damage, 100% cold resistance, immune to spells and effects that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death	420

Shadow, Lesser



Similar in appearance to the shadow, the lesser shadow is slightly weaker. Instead of draining its target of strength, it can only decrease the target's THAC0 and morale by one, thus increasing the chance of the victim fleeing in terror.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
7	24	18	1D4 (C)	1	Bad luck (-1 THAC0, -1 morale)	100% cold resistance, 10% crushing, slashing, piercing, and missile resistance, immune to spells and effects that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death	350

Shikata



Shikata is the undisputed king of the salamanders. He doesn't have much to say and will try to make a barbecue out of you and your friends. Shikata's primary weakness, like all salamanders, is cold. Use this to your advantage by casting as many cold spells as you can at him. Keep him at a distance because his special fire aura does 3D6 of fire damage per round.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
-2	97	8	Slayer +2D6 fire damage	3	Aura of Fire	120% fire resistance, -12% cold resistance	5,500

Shrieker



The shrieker is a giant fungus that grows in dank tunnels and caverns. For the most part, these giant toadstools are harmless and have no attack abilities. However, if you get too close to one or decide to attack it, it will make a loud screaming noise that tends to attract other creatures in the area.

Avoid these creatures whenever possible unless you want to draw the attention of whatever wandering monsters might be around. Casting the spell Silence will prevent this creature from alerting any enemies that might be close by.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
7	21	17	—	1	—	—	120

Skeleton



No tomb would be complete without the standard skeleton. Unrelenting and fearless, these bony adversaries will attack you with just about any weapon they can find. This makes them a very versatile and dangerous foe.

Your cleric's turn undead ability works very well against the standard skeleton. Weapons that do crushing damage also are very effective.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
7	8–30	17–19	Any standard weapon	1	—	100% cold resistance, 50% slashing and piercing resistance, immune to spells and weapons that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death	65–200

Skeleton, Armored



The armored skeleton goes by many names, including armored skeleton, temple guardian, and undead lieutenant. Each is slightly more powerful than the previous, with the basic armored skeleton being the weakest and the undead lieutenant being the strongest.

The same tactics used against the standard skeleton work well with the armored variety.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
3–7	8–35	14–19	Axe 1D8 (S) Morning Star 2D4 (C) Sword 1D8 (S)	1–2	—	100% cold resistance, 50% slashing and piercing resistance, immune to spells and weapons that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death	65–2,000

Skeleton, Blast



Beware blast skeletons, as they have been specially rigged to release stored energies in the form of a Snilloc's Snowball Swarm in the area around it. Blast skeletons are otherwise of little threat and can be ignored as they are unarmed. Being unarmed they can only do one point of damage and can only knock a player unconscious when Hit Points reach zero.

Armor Class	Hit Points	THACO	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
8	200	19	Unarmed	1	Explodes into a Snilloc's Snowball Swarm when hit.	100% cold and electrical resistance, 20% piercing and missile resistance, 10% slashing resistance, immune to spells and weapons that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death	500

Skeleton, Boneguard



Just what manner of creature this was created from is a mystery, but they now go by the names boneguard skeleton, bladed skeleton, and serrated skeleton. They sport giant reaper-like blades on each arm and can rip a man to shreds in minutes. Keep these baddies at a distance and try to attack them one at a time. They don't have a very good THACO, but can do some significant damage in melee combat against thieves and mages.

The elite versions found in Lower Dorn's Deep are extremely deadly, especially in packs. Dispatch them with Turn Undead if your priest is powerful enough to do so.

Armor Class	Hit Points	THACO	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
-4-2	49-70	9-14	1D10 (S)	2-3	—	100% cold resistance, 50% slashing, piercing, and missile resistance, immune to spells and weapons that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death	1,300-4,000

Skeleton, Tattered



These skeletons have seen better days. Although still functional, you'll notice many broken and missing bones from previous battles. It's obvious that these bones aren't human, though, as they are considerably larger than those found in a standard skeleton.

Ignore their larger size and attack them as you would any skeleton. Use the clerical ability to turn undead and crushing type weapons for best results.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
7	7–36	15–19	Axe 1D8 (S) Sword 1D6(S)	1	–	100% cold resistance, 50% slashing, piercing, and missile resistance, immune to spells and weapons that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death	35–200

Soul, (Shadowed, Shattered, and Severed)



These undead creatures are essentially giant batteries. Their sole purpose is to transfer Hit Points from them to their allies. The shadowed soul is the weakest and can only transfer Hit Points to its allies via the Life Tap. The shattered soul has the Life Tap ability as well as the ability to cast Larloch's Minor Drain. The severed soul has the Life Tap ability and can cast Vampiric Touch.

When encountering groups of undead, check to see if there are one or two of these creatures in the background. If so, it is in your best interest to kill them first because they can greatly prolong a battle.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
5, 4, 3	30, 37, 45	17, 16, 16	1D10 (S)	1	Life Tap, Larloch's Minor Drain, Vampiric Touch	100% cold resistance, immune to spells and effects that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death, +1 weapon required to damage	1,000, 1,100, 1,400

Spider, Giant



Slightly more dangerous than the huge spider, the giant spider has quick reflexes and can easily dodge incoming missiles. This makes it tough to kill without getting close to it.

Casting spells is the best way to get rid of this spider without having to engage it in melee combat. Don't go near them unless you have some way to counteract their poison, such as a potion or spell.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
4	35	13	1D8 (P)	1	Poison	Immune to the spell Web, -4 AC vs. missile weapons	450

Spider, Huge



This spider is the weakest of the five spiders in the game, but by no means is it harmless. Like the name implies, this is a very large arachnid capable of turning a full grown human into a tasty snack. Like most spiders, it can inject its target with slow acting poison.

The best way to deal with all spiders is from a distance. Use spells and ranged weapons to quickly put down these eight-legged killers.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
6	18	16-19	1D8 (P)	1	Poison	Immune to Web	270

Spider, Phase



The phase spider has the unique ability to phase from one spot to another instantly. This allows it to successfully ambush a wandering party, inject the members with poison, and then phase to a different spot to wait for the venom to do its job.

This spider is exceedingly difficult to kill because of its ability to dodge missile weapons and phase out of range of your melee fighters. Even spells are rendered ineffective because phase spiders are so hard to target. Your best bet is to use missile weapons, as even with the penalties against them, you'll eventually score enough hits to kill these pesky foes.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
5	44	12	1D6 (P)	2	Poison	Can phase from point to point, immune to the spell Web, -2 AC vs. missile weapons	1,400

Spider, Sword



The sword spider is the only spider that isn't poisonous, though unfortunately it doesn't need poison to kill its prey. Instead of venom, each leg has razor sharp ridges that are capable of dealing massive damage with each swipe.

Use whatever method you can to keep this Cuisinart on legs away from your party. If you decide to duel it out, try to protect your party with as many spells as possible.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
3	45	12	2D6 (P)	4	—	Immune to Web, -4 AC vs. missile weapons	2,000

Spider, Wraith



The wraith spider is essentially a lesser wraith that has taken the form of a spider. As such, it can drain the life force of an enemy, making that foe weaker for a time.

Luckily, this spider is much slower than the living variety detailed above, and can easily be struck and killed with missile weapons. Just be sure that those weapons carry a +1 or higher enchantment.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
1	27	14	1D6 (P)	1	Drains Strength (-5)	+1 weapon required to damage, immune to Web, 15% magic resistance, immune to spells and weapons that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death	1,400

Svirfneblin



Also known as deep gnomes, these gentle creatures live in secret subterranean cities and are wary of outsiders. Their favorite pastime is the search for gems, and for that they are willing to venture outside of their hidden cities. Any encounter with a deep gnome will likely be the result of accidentally stumbling upon one of these mining parties. Unless provoked, deep gnomes will remain peaceful.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
2	27	17	1D8 (S)	1	—	—	420

Talonite Priest



These vile priests are servants of Talona, goddess of poison and disease. They thrive in dark, dank places where they perform hidden sacrifices to their hideous deity. When encountered, they typically try to hold enemies while their monstrous allies claw the paralyzed foes to death. Be sure to disrupt their spellcasting as quickly as you can. Save your Melf's Acid Arrow spells, though, as their allies are more deserving of that magic.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
4	33	18	1D6+1 (C)	1	Priest spells levels 1–4	—	1,000

Terikan



Terikan is a lich that can be found wandering Upper Dorn's Deep. He's a nasty creature that doesn't much care for you trespassing in his domain. You can pound him into a pulp with mundane weapons or magic and he will always regenerate and come after you. This is because his life essence has been stored in a phylactery. Find and destroy Terikan's phylactery to send him to his final resting place.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
-3	100	14	1D10 (C)	1	Mage spells levels 2-6	Immune to spells and effects that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death, +1 weapon required to damage	10,000

Therik



Therik is the undead guardian of the Crypts. You must first pass through him before you can reach the tombs. Therik's weak spot is weapons that do crushing damage. He's a fairly tough fight, but can be beaten with standard weapons. So break out those clubs and hammers and pound him into dust.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
4	42	13	1D8 (S)	2	—	100% cold resistance, 50% resistance to slashing, piercing missile weapons, immune to spells and effects that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death	500

Thief



Thieves are common in every culture, but in Lower Dorn's Deep, they are all servants of Seth and Marketh. Grabbed from destroyed thieves' guilds and the mysterious Kraken Society, these thieves always attack from the cover of darkness, burying blades in their enemies' backs. Once combat with them begins, be sure to use Invisibility Purge or Detect Invisibility. Where there's one, there's usually three or four right behind.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
5	41	10	1D8 (S)	3	—	—	2,000

TOWER ARCHER



Tower archers can be a real pain, especially if the party isn't expecting to run into their large "trap" in Durdel Anatha. The best way to deal with them is to ask Fengla the servant for the key to the tower. Then rush the entrance as quickly as you can. Once inside, destroy all of the archers and Kelly, their leader.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
0-4	65-85	10	Arrows of Piercing	2-3	-	-	5,000-8,000

TROLL



Trolls are hideous creatures with long ungainly arms and legs that sport sharp, dagger-like claws. Seemingly awkward in appearance, a troll is surprisingly quick and agile. And if that wasn't enough, they also have the ability to regenerate damage at an alarming rate.

The best way to kill a troll is to concentrate all your attacks on one at a time. This way, its ability to regenerate will play a minor role in combat, as it will not be able to regenerate fast enough to prevent its death. Trolls must be finished off with some kind of fire or acid to prevent them from regenerating.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
4	46	13	1D6+1 (S)	3	-	Regenerates	1,400

TROLL, Ice



There are two kinds of ice troll, the standard type and the greater ice troll. The first set of stats represent those of the normal ice troll, while the second is that of the greater. Unlike most trolls, these trolls lack the ability to regenerate.

Luckily, the ice troll has a major vulnerability in that it is extremely sensitive to fire. Any damage done by fire inflicts double the amount of damage it normally would.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
8, 5	20-30, 44	19, 13	1D8 (C)	2	-	100% cold resistance, -100% fire resistance	65-175, 420

TROLL, Snow



The snow troll derives its name from its snow-white skin and is considerably larger than its cousins. It also has the ability to regenerate. Unlike its cousins, the snow troll is immune to normal, nonmagical weapons.

The most effective way to deal with snow trolls is to isolate them and kill them quickly one at a time. Remember to finish the job of killing them by dousing the bodies in fire or acid or else they will regenerate and come after you.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
4	49–56	12–13	1D8 (C)	2	Regenerates, +1 weapon required to damage	—	1,400

Umber Hulk



Umbur hulks are powerful predators, capable of burrowing through solid stone with their mighty claws. Along with their claws, umber hulks have huge mandibles that can easily chew through the toughest of armor. And if that wasn't enough, staring into the eyes of an umber hulk causes the victim to become bewildered and confused.

The umber hulk carries no special defenses and can be attacked with any weapon or spell. For best results, try to isolate these creatures. Otherwise, you could be faced with a party of confused individuals.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
2	64	11	1D12 (S)	3	Umbur hulk gaze	—	4,000

Wight



The wight is another type of undead creature. They are humanoid and are horribly distorted reflections of their former selves. Wights are immune to nonmagical weapons in addition to the other immunities normally associated with the undead.

As always, first try using your cleric's ability to turn undead before rushing into close-quarter combat.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
5	31	15	1D4 (S)	1	Bad luck (-1 THAC0, -1 morale)	+1 weapon required to damage, immune to spells and weapons that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death	1,400

Wight, Imbued



The imbued wight is very similar to the normal wight except that it has been given the power to launch solitary spells at enemies. The best way to deal with one is to pelt it with missile weapons and Magic Missile spells as soon as it is seen. In many cases, though, you're best off just absorbing the Magic Missiles they cast and closing to melee combat.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
5	31	15	1D4 (C)	1	Bad luck (-1 THAC0, -1 Morale)	+1 weapon required to damage, immune to spells and weapons that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death	1,400

Wight, Cold



Along with the normal defenses of regular wights, cold wights have the ability to inflict extra cold damage on adversaries. In addition, they receive an extra attack every round. Cold wights, unlike their kin, are typically found in large packs.

Under typical circumstances, you should never let a group of these monsters surround a party member. He or she will be reduced to low Hit Points in no time. Unless you have well-armed fighters with Hit Points to spare, keep cold wights at a distance. Use spells and magic missile weapons for best effect.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
5	29	15	1D6 (S)	2	1D6 cold damage	+1 weapon required to damage, immune to spells and weapons that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death	1,400

Wolf



One lone wolf would give the average party little to worry about, but a pack of wolves is another story. Given a chance, a pack of hungry wolves can easily rip the throat out of the unwary.

Use Charm Person or Mammal to turn them against each other or Hold Animal to immobilize them for easy disposal.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
7	12	18	1D8 (P)	2	—	—	120

Wolf, Dire



The dire wolf is a larger cousin of the regular wolf. Basically, it's just a little bit stronger and faster than the garden variety wolf. So use the same tactics as you would with the normal wolf.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
6	32	15	1D8 (P)	1	—	—	120

Wolf, Winter



The winter wolf is the largest and most dangerous of wolves. They live only in cold regions and are able to breathe super cold air that does 6D4 cold damage to any creature caught within the blast. Being creatures of the frigid north, winter wolves are immune to any kind of cold attacks.

There's pretty much nothing you can do to prevent that first blast of cold from the winter wolf, so just take it on the chin and then close in for the kill before it can fire off another blast.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
5	48	15	1D8 (P)	1	6D4 area cold damage, save vs. breath for half-damage	100% cold resistance	1,000

Wyrm, White



These are the wyrms which make up Frostbite's clan. They are content to sleep all day as long as they are well fed. If you're going to attack them with conventional weapons, use weapons that do crushing damage such as hammers and maces. Also, use only spells that don't require saving throws, as their saves average about an easy to attain 9.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
0	66	10	1D12 (C)	2	—	100% cold resistance, 25% slashing, piercing, and missile resistance	5,000

Yeti



The yeti and glacier yeti are giant, ape-like creatures that roam the icy regions of the world. They sport heavy fur coats that protects them from the freezing cold climates. These dangerous predators are highly territorial and are always on the lookout for an easy meal. If you should encounter a yeti while traveling, use fire-based weapons and spells, as fire does 50% more damage.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
6	32–47	13–15	1D6 (C) 1D10 (C)	2	—	100% cold resistance, -50% fire resistance	420

Yeti, Chieftain



The yeti chieftain is the strongest of the yetis. It is his responsibility to care for his tribe and family. In this harsh environment, finding enough food for the day is a challenge, so anything that isn't part of the tribe is considered a food source. This can make traveling through their territory extremely hazardous.

Fire is something very foreign to them. Their bodies have so thoroughly adapted to the cold, that fire will do 50% more damage. Use this to your advantage when in combat.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
3-5	46-56	9-14	1D8 (C) 1D12(C)	2-2 1/2	-	100% cold resistance, -50% fire resistance	600-900

Yeti, Tundra



The tundra yeti is a close cousin to the standard yeti and the glacier yeti. Although they may look similar, the tundra yeti lives in a slightly warmer climate and therefore has a tolerance for heat. Luckily, these creatures don't normally travel in packs, so they're fairly easy to hack to pieces.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
6	32	15	1D6 (C)	2	-	50% cold resistance	420

Yuan-Ti



The yuan-ti are a race of humans that were long ago contaminated with the blood and traits of the snake. Over the many generations since, various forms have emerged, all of which are evil to the core. They seek only those goals that will benefit themselves in some way. The average yuan-ti is green and resembles a giant snake in every way with the exception of its two human-like arms. Some yuan-ti, however, come in the guise of humans, so expect the unexpected.

Their lairs are rife with traps and deformed servants. Some yuan-ti employ special innate abilities like Chameleon Power and Animal Affinity before attacking. When they are under the cloak of Chameleon Power, they can be incredibly hard to see and difficult to hit. Animal Affinity gives their mere touch a poisonous effect. The yuan-ti carry no special resistances and are vulnerable to all weapons and spells. Use your favorite battle formation and have at them.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
4	42	13-15	Axe 2D4+1 (S) Club 2D4+1 (C) Sword 2D4+1 (S)	2	-	-	1,400

Yuan-Ti, Histachii



The yuan-ti histachii are even more hideous than the normal yuan-ti. Created from horribly altered humans, they are considered abominations by their fellows and are used mainly as servants. When provoked, the histachii will attack with sharp claws and disease-laden teeth until dead.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
8	16	19	1D12 (C)	3	Disease	+1 magic weapon to damage	120

Yuan-Ti, Elite



The yuan-ti elite are tougher and better trained than normal yuan-ti, making them dangerous opponents. They are able to wield the axe, club, or sword with great accuracy. Yuan-ti elite can easily be distinguished from the standard members of their race due to the reddish-brown color of their skin and their armor of station.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
2	49	13	Axe 2D4+1 (S) Club 2D4+1 (C) Sword 2D4+1 (S)	2	—	—	1,400

Yuan-Ti, Priest



There are five different yuan-ti priests: standard priests, High Baptist, High Torturer, High Ritualist, and High Summoner. They can easily be spotted among their brethren thanks to their bright yellow skin and diminutive stature. Yuan-ti priests are even smarter than other members of their race and can cast a wide array of priest spells to deadly effect.

When encountered, keep the pressure on them by concentrating your attacks. Try to interrupt their spells whenever possible, either by weapons fire or by a well-timed spell.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
0	63	11	Unarmed	2	Priest spells levels 1–5	—	1,400

Yxunomei



Tanar'ri are considered the very incarnation of all that is evil. Yxunomei is a true tanar'ri called a marilith. This places her high in the ranks of her kind, as well as identifies her as a master tactician.

Don't bother to cast spells directly against her, as she will save against just about anything you can throw against her. Instead, try casting spells that enhance your party's effectiveness in normal combat.

Also summon creatures to use as living shields. Watch out for Yxunomei in hand-to-hand combat, as she is a terror. The entire room she is in is trapped and she will cast spells like Cloudkill at her own feet, knowing that they won't affect her. She is a most difficult opponent.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
-4	91	7	2D8 (S)	5	–	+2 weapon required to damage, 100% fire and electrical resistance, 70% magic resistance, 50% cold resistance	46,000

Zombie



Like the skeleton, zombies come in many forms and varieties. They are created from the dead and are mindless puppets of their magic-using master. Zombies can usually be found lurching around crypts and catacombs and will attack intruders without hesitation.

As with all undead, use your cleric's turn undead ability first. Then you can pretty much attack the zombies head-on, as they pose very little threat.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
8	14	19	1D8 (C)	1	–	100% cold resistance, immune to spells and weapons that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death	65

Zombie, Chosen and Ju-Ju



The chosen zombie and the ju-ju zombie are special types of the undead creature. These zombies are usually created by draining the life out of the once living. This requires an enormous amount of power, but results in a stronger zombie.

If you decide to go with the more physical method of disposing of these zombies, remember that your weapon must be +1 or above. Also, try using missiles or weapons that do slashing damage for best effect.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
6	33	15	1D10 (C)	1	–	+1 weapon required to damage, 100% cold and electrical resistance, 50% fire, crushing, and piercing resistance, immune to the spell Magic Missile, immune to spells and weapons that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death	975

Zombie, Lord



This zombie is actually a living creature, usually the horrible result of a botched attempt to cast the spell Raise Dead. Although considered living creatures, zombie lords are still affected by the clerical ability to turn undead. Their stench is their most deadly power. Anyone coming within a short distance of these creatures risks confusion, catatonia, or instant death.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
-4	90	6	1D8 (C)	2	Stench	100% cold resistance, immune to spells and weapons that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death	7,000

Zombie, Poison



This type of zombie is still rather fresh. Rotting flesh hangs loosely about as it shambles towards you. Unfortunately, any successful attack by a poison zombie has a chance to instantly fester as if poisoned. Keep antidotes at the ready and attack this zombie from a distance with spells or missile weapons.

Armor Class	Hit Points	THAC0	Attack Damage	Number of Attacks	Special Attacks	Defenses	XP
6	31	15	1D3 (S)	1	Poison	100% cold and electrical resistance, 20% piercing and missile resistance, 10% slashing resistance, immune to spells and weapons that cause fear, poison, petrification, confusion, charm, sleep, hold creature, and instant death	1,100





Chapter

3

Tools
for Survival

Traveling the lands of Icewind Dale is a hazardous journey at best. Woe to the unwary adventurer who chooses to traverse this dangerous region without properly equipping their party for the hazards that lie ahead.

Throughout your travels you will encounter many items, both magical and mundane in nature. Most of your basic items may be purchased from local trade shops, while others may only be obtained through perilous quests or scavenged off the rotting carcasses of your enemies. The following chapter contains descriptions and stats of all the items that can be found in the game.

Weapons

Selecting the right weapons for your heroes can be a daunting task. Many strange and dangerous creatures, some of whom will be immune or highly resistant to certain types of attacks, will be encountered on your journeys. So choose your weapons carefully and refer often to Chapter 2: Bestiary of the Dale to take advantage of any weaknesses that your foes may possess.

Learning the Terminology

To the newly anointed adventurer, understanding all the terminology and abbreviations can be a daunting task. The following is a short list and explanation of all the terms and abbreviations used in the game.

- ❖ **AC:** This is an abbreviation for Armor Class. The lower your AC is, the harder it is for an enemy to hit you. Items that provide a bonus to your AC are listed as +1 or more. This will reduce your base armor class by one point for each plus. The type of armor your character is wearing determines your base Armor Class. For example, leather armor will give your character a base Armor Class of 8.
- ❖ **Crushing Damage (C):** Crushing damage comes from the brute force blow of a blunt weapon, such as a hammer or club. Weapons of this type are especially useful against brittle creatures such as skeletons. This type of damage is denoted with the letter "C" in parentheses directly after the damage dice.
- ❖ **Damage (1D8):** In *Icewind Dale*, damage is listed in terms of dice. A weapon that is listed as doing 1D8 (S) is determined by rolling one (1) die (D) that has eight (8) sides. This will give you a result within the range of 1 through 8 points of damage. The letter within the parentheses determines the type of damage and will be explained later on.
- ❖ **Enchantment (Ench.):** The higher this number is, the better the quality of materials and spells that were used to create the weapon. This results in a lighter, stronger, and faster weapon. An enchanted weapon is required to harm some creatures with incredibly tough skin or armor.
- ❖ **Notes:** This column lists any other abilities or perks that you will receive when using the item. Not all items have extra benefits.

- ❖ **Piercing Damage (P):** Piercing damage is most commonly done with arrows and spears, weapons used to impale unfortunate victims. This type of damage is denoted with the letter “P” in parentheses directly after the damage die.
- ❖ **Price:** This is the unmodified price of the item. A merchant sells items at this rate and buys at half-value. High Charisma will significantly reduce the selling price and increase the buying price. In addition, merchants that already have too much of an item won’t be very anxious to buy more.
- ❖ **Slashing Damage (S):** Slashing damage is usually done with edged weapons such as axes and scimitars. This type of attack is useful against creatures with little or no armor. Damage is denoted with the letter “S” in parentheses directly after the damage die.
- ❖ **Speed:** The speed of each weapon is determined on a scale of 1 to 10, with 1 being the fastest and 10 being the slowest. Pay close attention to this stat. Some weapons may do greater damage, but take twice as long to use.
- ❖ **THAC0:** This literally means To Hit Armor Class 0. The lower your THAC0, the better your chances of striking an opponent. A weapon with a THAC0 +1 will reduce your overall THAC0 by 1.
- ❖ **Two-Handed (2H):** When a weapon is listed as being two-handed, both hands are needed to wield it. In other words, you’ll be unable to equip a shield while a weapon of this type is used.
- ❖ **Weight (WT):** The weight of an item can be an important factor in figuring out what to keep in your inventory. Remember, each party member can only lift so much, so think before equipping your hero with heavy plate mail and an almost equally heavy hammer.

Selecting Weapons

Now that you’re acquainted with the terminology, let’s get down to picking out a weapon to properly smite your foe with. All the weapons that can be found in *Icewind Dale* are listed here in alphabetical order, first by type and then by name. In addition, you’ll find all the essential stats in an easy-to-read table that will help you decide which weapon is best for you.

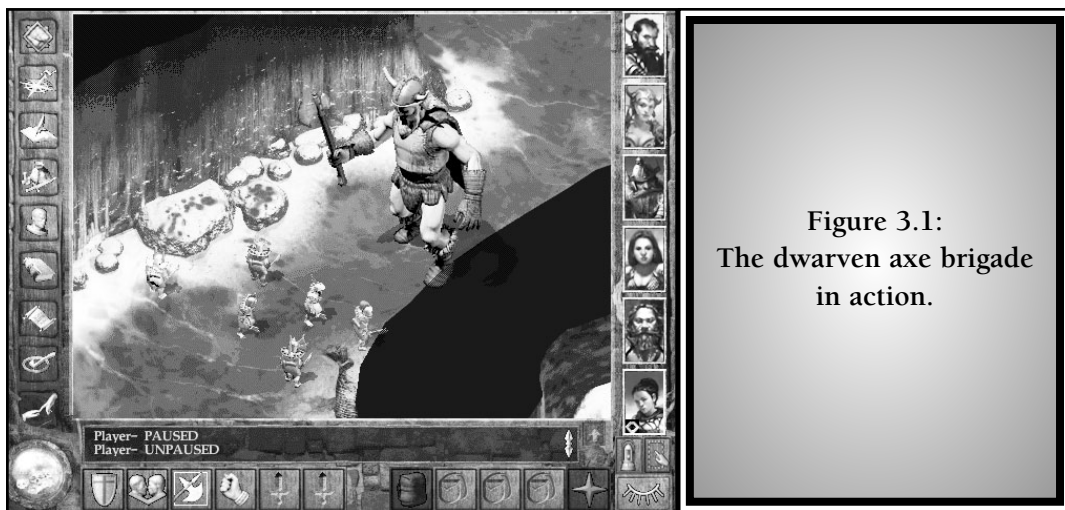
Many weapons and types of armor are restricted to certain classes. Whenever possible, these restrictions are mentioned in the introduction part of each section with the exceptions clearly marked in the note area on each item. For further details on player class usage of weapons and armor, please refer to the appendix section of the game manual.

Axes

Axes are fearsome weapons to be sure. To the novice fighter, however, the implement can do more harm than good, as it is unwieldy and hard to control. When wielded properly, axes can cut great bloody swaths through the ranks of your enemies (see Figure 3.1 for an example of axes in action).

Axes do slashing damage and are best used against creatures with little or no armor. Only characters trained as fighters, paladins, clerics, rangers, and bards may use axes.

ITEM	DAMAGE	ENCH.	THAC0	SPEED	WT.	PRICE	NOTE
Axe of Caged Souls	1D8+3 (C)	3	+3	4	5	24,950	+5 damage vs. cadaverous undead, +5 THAC0 vs. cadaverous undead
Battle Axe	1D8 (S)	–	–	7	7	5	–
Battle Axe +1	1D8+1 (S)	1	+1	6	7	1,500	–
Battle Axe +2	1D8+2 (S)	2	+2	5	5	3,000	–
Battle Axe +2: Defender	1D8+2 (S)	2	+2	7	7	2,500	+2 AC, +10% missile resistance
Battle Axe +3: Fatigue	1D8+3 (S)	3	+3	7	7	4,750	20% chance target is slowed
Benorg's Truth	1D8+4 (S)	4	+4	7	7	8,000	+1D6 crushing damage, 10% chance target is stunned, +1 AC
The Celebrant's Blade	1D8+4 (S)	4	+4	3	5	24,000	–
Charged Battle Axe +2	1D8+2 (S)	2	+2	7	7	2,000	50% chance +1D8 electrical damage, 15% chance target is stunned
Faith Killer	1D8+2 (S)	2	+2	5	5	11,500	+5% magic resistance, 5% cast Dispel Magic on target
Flawless Battle Axe	1D8 (S)	–	+2	7	7	350	–
Flawless Two-Handed Axe	1D10 (S)	–	+2	9	10	400	Range 2
Foe's Fate (Two-Handed Axe)	1D10+4 (S)	4	+4	9	10	9,500	Range 2, 25% chance +1D6 electrical damage, 25% chance target goes berserk
Guktok's Chopper	1D8+2 (S)	2	+2	8	10	2,000	+4 damage vs. dwarves, +4 THAC0 vs. dwarves, not usable by good characters
High Quality Battle Axe	1D8 (S)	–	+1	7	7	25	–
Joril's Axe (Two-Handed Axe)	1D12+3 (S)	3	+3	9	10	23,000	Range 2, +1 Constitution, -1 Dexterity
Infected Two-Handed Axe	1D10+2 (S)	2	+2	9	10	3,000	Range 2, 15% chance target is infected with disease
Lonesome Road	1D10+3 (S)	3	+3	6	10	35,000	Range 2, two-handed +1 Constitution, not usable by clerics
Poisonous Battle Axe +2	1D8+2 (S)	2	+2	7	7	2,500	25% chance target is poisoned, not usable by good characters
Two-Handed Axe	1D10 (S)	–	–	9	10	10	Range 2, also not usable by clerics
Two-Handed Axe +2: Life Giver	1D10+2 (S)	2	+2	9	10	3,000	Range 2, 10% chance of healing 2D3 Hit Points to self
Two-Handed Axe of Greater Phasing +2	1D10+2 (S)	2	+2	9	10	5,000	Range 2, 15% chance target is phased, 25% chance +1D4 cold damage
Two-Handed Axe of Resistance +3	1D10+3 (S)	3	+3	9	10	5,000	Range 2, +10% piercing, crushing, slashing, and missile resistance, +2 to all saving throws
Two-Handed Fire Axe	1D10+1 (S)	1	+1	9	10	1,250	Range 2, 50% chance +1D3 fire damage



Clubs

Over the centuries, the club has been refined into a finely tuned weapon. With the addition of spikes and custom-built metal heads, the art of caving in the skull of one's enemy has never been easier to master.

Clubs tend to do blunt or crushing damage when used. Think about using this type of weapon when you come across certain types of undead, since they tend to have brittle bones and are more susceptible to weapons that deliver crushing blows (Figure 3.2). With the exception of mages, every class can use the basic club. Only fighters, clerics, paladins, bards, and rangers can use the mace, morning star, and flail.



ITEM	DAMAGE	ENCH.	THAC0	SPEED	WT.	PRICE	NOTE
Club	1D6 (C)	–	–	4	3	0	–
Crooked Flail	1D6+2 (C)	1	+1	7	15	1,000	50% chance +1D4 piercing damage
Dazer (Club)	1D6+1 (C)	1	+1	4	3	2,010	5% chance target is stunned
Fast Flail +2	1D6+3 (C)	2	+2	7	15	2,250	+1 attack per combat round
Fire Flail +3	1D6+4 (C)	3	+3	7	15	4,500	50% chance +2D6 fire damage
Flail	1D6+1 (C)	–	–	7	15	15	–
Flail +1	1D6+2 (C)	1	+1	6	13	2,000	–
The Giving Star (Morning Star)	2D4+3 (C)	3	+3	4	9	14,200	10% chance of user receiving the benefits of Cure Light Wounds, 10% chance user receives +1 strength for 5 rounds, not usable by good characters
Hammer Flail +2	1D6+3 (C)	2	+2	7	15	1,750	15% chance target is stunned
High Quality Mace	1D6+1 (C)	–	+1	7	8	40	–
High Quality Morning Star	2D4 (C)	–	+1	7	12	50	–
Lesser Static Star +1 (Morning Star)	2D4+1 (C)	1	+1	6	10	1,250	50% chance +1D3 electrical damage, 10% chance target is stunned
Mace	1D6+1 (C)	–	–	7	8	8	–
Mace +1	1D6+2 (C)	1	+1	6	8	1,500	–
Mace of Weal and Woe	1D6+2 (C)	1	+1	6	7	8,500	+2 THAC0 vs. Lawful creatures, +3 damage vs. Lawful creatures, +1 to all saving throws, 13% chance target will suffer effects of the spell Curse, not usable by Lawful creatures or paladins
Misery's Herald (Flail)	1D6+3 (C)	3	+2	5	13	9,500	+3 THAC0 vs elves, +4 damage vs. elves, cold iron, 10% chance of casting Horror on target
Morning Star	2D4 (C)	–	–	7	12	12	–
Morning Star +1	2D4+1 (C)	1	+1	6	10	1,800	–
Morning Star +2: Hammer	2D4+2 (C)	2	+2	6	10	2,250	20% chance target is stunned
Morning Star +4: Defender	2D4+4 (C)	4	+4	6	10	8,500	+2 AC, +15% magic, slashing, and piercing resistance
Morning Star of Action +4	2D4+4 (C)	4	+4	6	10	6,500	20% chance target is stunned, +1 attack per combat round
Morning Star of Confusion +1	2D4+1 (C)	1	+1	6	10	950	10% chance target becomes confused
Morning Star of Lesser Phasing	2D4+2 (C)	2	+2	6	10	3,250	15% chance target is phased, 25% chance +1D3 cold damage
Morning Star of the Gods	2D4+3	3	+3	6	10	5,250	+1 Wisdom, +1 AC, memorize two additional level 1 priest spells and one additional level 2 priest spell, usable only by clerics
Peacekeeper (Club)	1D6+3 (C)	3	+3	2	1	6,050	–
Sanctified Morning Star +3	2D4+3 (C)	3	+3	7	10	2,450	Memorize two additional level 1 priest spells, usable only by clerics

continued

ITEM	DAMAGE	ENCH.	THAC0	SPEED	WT.	PRICE	NOTE
Selune's Promise (Mace)	1D6+2 (C)	1	+1	6	7	5,100	+3 THAC0 vs. spectral undead, +4 damage vs. spectral undead, 2% chance wielder will suffer morale failure
Shocking Flail +4	1D6+5 (C)	4	+4	7	15	7,500	50% chance +2D3 electrical damage, 20% chance target is stunned, +1 AC
Static Star +3 (Morning Star)	2D4+3 (C)	3	+3	6	10	5,000	15% chance target is stunned, 25% chance +2D3 electrical damage

Daggers

Easily hidden and just as easily revealed, the dagger is the most underrated weapon in the game. What better way to kill enemies than to slip a dagger between their ribs (see Figure 3.3)?

In terms of speed, daggers reign supreme. Because of their light weight and compact size, you'll often be able to strike your enemy first. The only class unable to use a dagger is the cleric, who is forbidden by faith to wield sharp weapons.

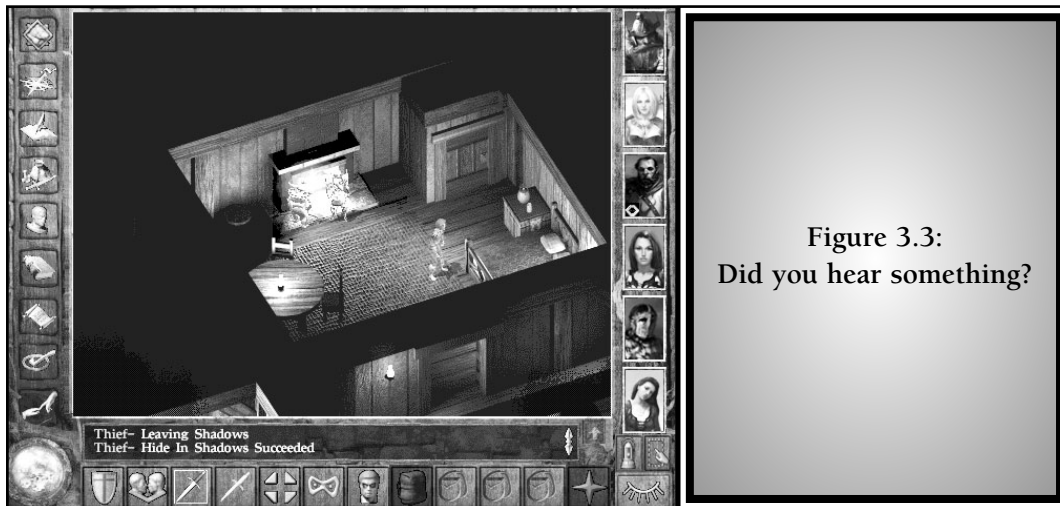


Figure 3.3:
Did you hear something?

ITEM	DAMAGE	ENCH.	THAC0	SPEED	WT.	PRICE	NOTES
Applebane	1D4+1 (P)	1	+1	2	1	1,000	–
Apse's Dagger	1D4 (P)	–	+1	1	1	10	–
Bone Kris of Black Ichor	1D4+2 (P)	2	+2	2	3	8,000	20% chance of poisoning target, not usable by paladins, rangers, or clerics
Breath of Auril	1D4+3 (P)	3	+3	2	1	15,000	+1 Intelligence, -1 Charisma, 100% cold resistance, -50% fire resistance, cast the spell Cone of Cold twice per day, Cursed, +1 Intelligence
Chaos Dagger +3	1D4+3 (P)	3	+3	2	1	4,000	20% target is infected with disease, not usable by Lawful characters

continued

ITEM	DAMAGE	ENCH.	THAC0	SPEED	WT.	PRICE	NOTES
Dagger	1D4 (P)	–	–	2	1	2	–
Dagger +1	1D4+1 (P)	1	+1	1	1	300	–
Dagger +2	1D4+2 (P)	2	+2	0	1	2,000	–
Dagger +2, Longtooth	1D6+2 (P)	2	+2	0	2	4,000	–
Dagger of Venom	1D4+2 (P)	2	+2	0	2	10,000	+6 poison damage per round up to 15 points
Fire Dagger	1D4 (P)	1	+2	2	1	250	15% chance +1D4 fire damage
Fire Dagger +2	1D4+2 (P)	2	+2	2	1	2,500	50% chance +1D4 fire damage, +1 AC
Fire Kiss	1D4+3	3	+3	1	1	12,115	5% chance of casting Shroud of Flame on target
High Quality Dagger	1D4 (P)	–	+1	2	1	10	–
Life Dagger +2	1D4+2 (P)	2	+2	2	1	2,500	+5 hit points, 15% chance of healing 1D6 Hit Points to self
Mage Dagger +1	1D4+1 (P)	1	+1	2	1	1,250	Memorize one additional level 1 mage spell, usable by mages only
Mage Dagger +2	1D4+2 (P)	2	+2	2	1	2,500	Memorize one additional level 1 and 2 mage spell, usable by mages only
Mage Dagger +3	1D4+3 (P)	3	+3	2	1	4,000	Memorize one additional level 1, 2, and 3 mage spell, 20% fire resistance, usable by mages only
Mage Dagger +4	1D4+4 (P)	4	+4	2	1	8,000	Memorize one additional level 1, 2, and 3 mage spell, +2 AC, +15% magic resistance, +3 to save vs. spells, usable by mages only
Ol' Withery	1D4+2 (P)	2	+2	1	1	7,150	2% chance of casting Finger of Death on target
Phase Dagger	1D4+1 (P)	1	–	2	1	450	15% chance target is phased
Presio's Dagger	1D4+2 (P)	2	+2	0	1	4,500	Extra poison damage, not usable by paladins
Spinesheath	1D4+1 (P)	1	+5	1	1	5,600	–
Static Dagger +1	1D4+1 (P)	1	+1	2	1	1,250	50% chance +1D3 electrical damage
The Salamander's Tongue	1D4+3 (P)	–3	+3	0	1	18,000	+10% Fire Resistance, +3 Save vs. Paralyzation, Poison, and Death Magic, 10% Fire Resistance, 20% all of hits do 1D4 Fire damage, Non-Detection

Hammers

When clubs just won't do, use the tried and true war hammer. With its heavy steel head and long handle, a hammer can smash through even the heaviest armor (see Figure 3.4 for an example of what a hammer can do).

Surprisingly enough, the war hammer does less damage than most clubs, but makes up for this by increased speed. They also do crushing damage and make for a nice alternative to the club. Only fighters, clerics, bards, paladins, and rangers may use hammers.



Figure 3.4:
Crunchy outer shell with
a soft, gooey center.

ITEM	DAMAGE	ENCH.	THAC0	SPEED	WT.	PRICE	NOTES
Conlan's Hammer	1D4+1 (C)	1	+1	3	4	2,000	+4 THAC0 vs. iron golems, +4 damage vs. iron golems, can hit and damage any creature
Corrosive Hammer	1D4+3 (C)	1	+1	3	6	2,000	20% chance +1D4 acid damage
Giant's Sleep	1D4+4 (C)	3	+4	1	5	15,400	Range 2
High Quality Hammer	1D4+1 (C)	–	+1	4	6	10	–
Massive War Hammer	2D4+3 (C)	–	-2	4	15	300	Range 2, -1 AC, minimum strength of 18 required
Redemption	1D4+4 (C)	4	+4	1	6	26,000	Dispers all charm effects on target
Sanctified War Hammer +2	1D4+3 (C)	2	+2	3	6	3,500	Range 2, memorize two additional level 1 priest spells, one additional level 2 priest spell, usable by clerics only
Sanctified War Hammer +1	1D4+2 (C)	1	+1	3	6	1,100	Memorize one additional level 1 priest spell, usable by clerics only
Sanctified War Hammer +3	1D4+4 (C)	3	+3	3	6	5,500	Memorize two additional level 1 priest spells, one additional level 2 priest spell, and one additional level 3 priest spell, usable by clerics only
Star Forged War Hammer +4	1D4+5	4	+4	3	6	6,000	Range 2, +10% magic resistance, +2 to save vs. spells
Demon's Breath	1D4+3 (C)	3	+3	3	6	10,000	Range 2, 20% chance of casting the spell, Fireball, on target, 50% chance +2D3 fire damage, +50% fire resistance, not usable by good characters
War Hammer of Greater Phasing +2	1D4+3 (C)	2	+2	3	6	4,000	Range 2, 10% chance target is phased, 15% chance +1D4 cold damage
War Hammer	1D4+1 (C)	–	–	4	6	2	–
War Hammer +1	1D4+2 (C)	1	+1	3	6	1,500	–
War Hammer +2	1D4+3 (C)	2	+2	2	5	3,000	+1 electrical damage

continued

ITEM	DAMAGE	ENCH.	THAC0	SPEED	WT.	PRICE	NOTES
War Hammer +3: Life Giver	1D4+4 (C)	3	+3	3	6	3,500	20% chance of healing 1D4 Hit Points to self
War Hammer +4: Defender	1D4+5 (C)	4	+3	3	6	12,000	+2 AC, +15% piercing, crushing, slashing and magic resistance, +3 to save vs. spells
War Hammer of Greater Phasing +3	1D4+4 (C)	3	+3	3	6	9,250	15% chance target is phased, 25% chance +1D4 cold damage
War Hammer of Sparks	1D4+3 (C)	2	+2	3	6	2,250	50% chance +1D3 electrical damage, 10% chance target is stunned

Missile Weapons

Ranged weapons are a great way to thin the ranks of your enemies before they come within melee range (see Figure 3.5).

While bows and crossbows are the most popular missile weapons, the category covers far more than you would think. Any weapon that is thrown or launches a projectile is listed here. This includes slings, darts, throwing daggers, and throwing axes. There is a missile weapon available for every type of character, so check this list carefully.



Figure 3.5:
Rain of death!

ITEM	DAMAGE	ENCH.	THAC0	SPEED	WT.	PRICE	NOTES
Acid Arrows	1D6+1 (P)	1	+1	—	0	50	2D6 acid damage
Arrows	1D6 (P)	—	—	—	0	0	—
Arrows +1	1D6+1 (P)	1	+1	—	0	10	—
Arrows +2	1D6+2 (P)	2	+2	—	0	18	—
Arrows of Biting	1D6 (P)	1	—	—	0	50	-30% Target Hit Points in poison damage, save vs. death for no damage
Arrows of Dispelling	1D6 (P)	1	—	—	0	300	Casts Dispel Magic on target
Arrows of Fire	1D6 (P)	1	—	—	0	25	+1D6 fire damage, save vs. spell for no damage
Arrows of Ice	1D6 (P)	1	—	—	0	30	+1D6 ice damage, save vs. spell for no damage

continued

ITEM	DAMAGE	ENCH.	THAC0	SPEED	WT.	PRICE	NOTES
Arrows of Piercing	1D6 (P)	3	+4	–	0	50	+6 piercing damage, save vs. death for no damage
Arrows of the Hand	1D6+2	2	+2	–	0	30	–
Berserker Darts	1D3 (P)	–	+2	2	0	100	10% chance wielder will become berserk during combat
Blinding Darts +2	1D3+2 (P)	2	+2	2	0	200	10% chance target is blinded
Bolt	1D8 (P)	–	–	–	0	0	–
Bolt +1	1D8+1 (P)	1	+1	–	0	10	–
Bolt +2	1D8+2 (P)	2	+2	–	0	15	–
Bolt of Biting	1D8 (P)	1	–	–	0	75	+30 poison damage over 15 seconds, save vs. death for no damage
Bolt of Lightning	1D8 (P)	1	–	–	0	30	+4D8 electrical damage, save vs. breath weapon for half-damage
Bren Muller's (Light) Crossbow	+2	–	+5	4	7	9,100	Range 100
Bullet	1D4+1 (P)	–	–	–	0	0	–
Bullet +1	1D4+2 (P)	1	+1	–	0	8	–
Bullet +2	1D4+3 (P)	2	+2	–	0	15	–
Composite Long Bow	+2	–	+1	7	10	100	Range 100, usable by ranger, paladin, bard, and fighter, minimum strength of 15 required
Composite Long Bow +1	+3	–	+2	6	9	2,500	Range 100, usable by ranger, paladin, bard, and fighter, minimum strength of 15 required
Composite Long Bow of the Hand	+2	–	+2	7	3	7,000	Range 100, usable by ranger, paladin, bard, and fighter, minimum strength of 15 required
Confusion Arrows +3	1D6 (P)	3	+3	–	0	200	10% chance target will become confused
Dart	1D3 (P)	–	–	2	0	0	Range 20
Dart +1	1D3+1 (P)	1	+1	1	0	8	Range 20
Dart of Stunning	1D3 (P)	1	–	2	0	100	Range 20, save vs. spell or be stunned for 7 rounds, not usable by clerics
Dart of Wounding	1D3 (P)	1	–	2	0	50	+20 poison damage over 20 seconds, save vs. death for 0 damage, not usable by clerics
Eagle Bow (Short Bow)	+2	–	+2	4	2	4,500	Range 75, not usable by druid, cleric, and mage
Edley's Sling	+2	–	+3	4	0	8,200	Range 40
Finest Heavy Crossbow	+2	–	+4	10	14	500	Range 100, not usable by druid, cleric, mage, and thief
Finest Light Crossbow	–	–	+4	5	7	500	Range 100, not usable by druid, cleric, mage, and thief
Fire Darts +2	1D3+2 (P)	2	+2	2	0	200	+1D4 fire damage
Giant Killer (Sling)	+1	–	+1	5	0	7,250	Range 40, +4 damage vs. giants, +4 THAC0 vs. giants
Hammer Arrows	1D2 (P)	–	–	–	0	50	+1D6 crushing damage

continued

ITEM	DAMAGE	ENCH.	THAC0	SPEED	WT.	PRICE	NOTES
Hammer	1D2+1 (P)	1	-5	—	0	150	+1D10 crushing damage, 10% chance target is stunned
Arrows +1							
Hammer Darts	1D3 (P)	—	+1	2	0	50	5% chance target is stunned
Heavy Crossbow	+2	—	+2	10	14	50	Range 100, not usable by druid, cleric, mage, and thief
Heavy Crossbow +1	+3	—	+3	9	12	3,000	Range 100, not usable by druid, cleric, mage, and thief
Heavy Crossbow of Accuracy	+2	—	+7	7	10	8,000	Range 100, not usable by druid, cleric, mage, and thief
Heavy Crossbow of Defense	+4	—	+4	9	12	3,000	Range 100, +10% missile resistance, +1 AC, not usable by druid, cleric, mage, and thief
High Quality Arrows	1D6 (P)	—	+1	—	0	5	—
High Quality Bolts	1D8 (P)	—	+1	—	0	5	—
High Quality Composite Long Bow	+2	—	+2	7	10	500	Range 100, usable by ranger, paladin, bard, and fighter, minimum strength of 15 required
High Quality Heavy Crossbow	+2	—	+3	10	14	250	Range 100, not usable by druid, cleric, mage, and thief
High Quality Light Crossbow	—	—	+3	5	7	175	Range 100, not usable by druid, cleric, mage, and thief,
High Quality Long Bow	—	—	+2	7	3	375	Range 100, not usable by druid, cleric, mage, and thief, minimum strength of 12 required
High Quality Short Bow	—	—	+1	6	2	150	Range 75, not usable by druid, cleric, and mage
Holdfast Arrows	1D6–1 (P)	1	-1	—	0	30	Holds target for 4 rounds
Huge Longbow	+3	—	-1	7	3	250	Range 100, -1 AC, not usable by druid, cleric, mage, and thief minimum strength of 18 required
Inferno Arrows +2	1D6+2 (P)	2	+2	—	0	1,000	+1D10 fire damage
Inferno Darts +4	1D3+4 (P)	4	+4	2	0	1,000	20% chance +2D6 fire damage
Kaylessa's Bow (Composite Bow)	+3	—	+3	7	3	11,000	Range 100, +2 Dexterity, usable by ranger, paladin, and fighter, minimum strength of 15 required
Light Crossbow	—	—	+2	5	7	35	Range 100, not usable by druid, cleric, mage, and thief
Light Crossbow +1	+1	—	+3	4	6	2,500	Range 100, not usable by druid, cleric, mage, and thief
Light Crossbow of Defense	+2	—	+4	5	7	3,000	Range 100, +10% missile resistance, +1 AC, not usable by druid, cleric, mage, and thief
Light Crossbow of Speed	+1	—	+3	3	5	8,000	Range 100, one extra attack per round, not usable by druid, cleric, mage, and thief, minimum strength of 12 required
Long Bow	—	—	+1	7	3	75	Range 100, not usable by druid, cleric, mage, and thief, minimum strength of 12 required

continued

ITEM	DAMAGE	ENCH.	THAC0	SPEED	WT.	PRICE	NOTES
Long Bow +1	+1	–	+2	6	3	1,600	Range 100, not usable by druid, cleric, mage, and thief, minimum strength of 12 required
Long Bow +1: Protector	+1	–	+1	6	3	3,000	Range 100, +1 AC, not usable by druid, cleric, mage, and thief, minimum strength of 12 required
Long Bow +2: Defender	+2	–	+2	6	3	2,000	Range 100, +2 save vs. spells, +2 AC, not usable by druid, cleric, mage, and thief, minimum strength of 12 required
Long Bow +2: Protector	+2	–	+2	6	3	4,000	Range 100, +15% missile resistance, +5% magic resistance, not usable by druid, cleric, mage, and thief, minimum strength of 12 required
Long Bow +3: Defender	+3	–	+3	6	3	7,500	Range 100, +3 to save vs. spells, +1 AC, +15% magic resistance, not usable by druid, cleric, mage, and thief, minimum strength of 12 required
Long Bow +3: Repeater	+3	–	+3	6	3	7,500	Range 100, three attacks per combat round, not usable by druid, cleric, mage, and thief, minimum strength of 12 required
Long Bow +4: Hammer	+4	–	+4	6	3	12,000	Range 100, four attacks per combat round, not usable by druid, cleric, mage, and thief, minimum strength of 12, and minimum dexterity of 17 required
Long Bow of Action +2	+2	–	+2	6	3	4,000	Range 100, +1 Dexterity, not usable by druid, cleric, mage, and thief, minimum strength of 12 required
Long Bow of Marksmanship	+2	–	+3	5	2	5,500	Range 100, not usable by druid, cleric, mage, and thief, minimum strength of 12 required
Messenger of Sseth (Long Bow)	+1	–	+2	3	3	6,200	Range 100, not usable by druid, cleric, mage, and thief, minimum strength of 12 required
Piercing Arrows +1	1D6+1 (P)	1	+5	–	0	400	+4D2 piercing damage, -15% piercing resistance to target
Reinforced Heavy Crossbow	+7	–	+4	9	12	5,000	Range 100, not usable by druid, cleric, mage, and thief
Repeating Heavy Crossbow	+5	–	+5	9	12	12,000	Range 100, three attacks per combat round, not usable by druid, cleric, mage, and thief
Repeating Light Crossbow	+3	–	+5	5	7	3,000	Range 100, three attacks per combat round, not usable by druid, cleric, mage, and thief, minimum strength of 18 required
Short Bow	–	–	–	6	2	30	Range 75, not usable by druid, cleric, and mage
Short Bow +1	+1	–	+1	5	2	1,500	Range 75, not usable by druid, cleric, and mage
Sling	–	–	–	6	0	0	Range 40

continued

ITEM	DAMAGE	ENCH.	THAC0	SPEED	WT.	PRICE	NOTES
Sling +1	+1	–	+1	5	0	100	Range 50
Static Darts +3	1D3+3 (P)	3	+3	2	0	500	+2D3 electrical damage
Throwing Axe	1D6+1 (P)	–	–	4	4	1	Range 75, not usable by druid, cleric, mage, and thief
Throwing Axe +2	1D6+3 (P)	2	+2	2	3	2500	Range 100, returns to user when thrown, not usable by druid, cleric, mage, and thief
Throwing Dagger	1D4 (P)	–	–	2	1	1	Range 30, not usable by clerics
Tranquil Bolts	1D8+1 (P)	1	+1	–	0	100	Casts Silence on target
Translocation Arrows	1D3 (P)	1	–3	–	0	250	Teleports user next to target

Pole Arms

For that up close, but not too close, hand-to-hand combat, try using one of the following pole arms. With their extra range, you can poke and whack your enemy while safely remaining behind your more eager party members (Figure 3.6).

Clerics, mages, and thieves can't use spears. Halberds carry the same restrictions as spears, but include druids in the list of restricted classes. Any class can use staves. Also remember that all pole arms require the use of both hands. So don't count on using a shield and a pole arm together.

Note

Some weapons and items have the ability to cast spells. To use these features, simply mouse click over the use item button on the main interface screen.



ITEM	DAMAGE	ENCH.	THAC0	SPEED	WT.	PRICE	NOTES
Darig's Rest (Halberd)	1D10+2 (P)	2	+2	8	14	2,250	Range 2, 10% target succumbs to Sleep spell
Diseased Halberd +1	1D10+1 (P)	1	+1	8	14	1,100	Range 2, 10% chance target is infected with disease, not usable by good characters

continued

ITEM	DAMAGE	ENCH.	THAC0	SPEED	WT.	PRICE	NOTES
Doom Halberd +3	1D10+3 (P)	3	+3	8	14	4,500	Range 2, 50% chance +2D3 fire damage, 15% chance target is stunned
Finest Halberd	1D10 (P)	–	+2	8	14	975	Range 2, +10% slashing resistance
Giant Halberd	2D8 (P)	–	–	8	21	450	Range 2, -1 THAC0, -2 AC, minimum strength of 18 required
Great Halberd +4	1D10+4 (P)	4	+4	8	14	10,000	Range 2, 50% chance +2D3 acid damage, +10% magic resistance
Halberd	1D10 (P)	–	–	9	15	10	Range 2
Halberd +1	1D10+1 (P)	1	+1	8	14	2,000	Range 2
Halberd +2	1D10+2 (P)	2	+2	7	12	3,500	Range 2
Halberd +1: Defender	1D10+1 (P)	1	+1	8	14	2,000	Range 2, +1 AC, +10% piercing resistance
Halberd of Sparks +1	1D10+1 (P)	2	+2	8	14	1,375	Range 2, 5% chance +1D10 electrical damage
High Quality Halberd	1D10 (P)	–	+1	9	15	50	Range 2
Life Halberd +2	1D10+2 (P)	2	+2	8	14	2,750	Range 2, 10% chance of healing 1D6 Hit Points to self
Long Cleaver (Halberd)	1D10+4 (P)	4	+4	5	15	15,100	Range 2
Peasant's Reward (Halberd)	1D10+2 (P)	2	+2	7	15	3,600	Range 2
Puny's Poker (Spear)	1D6 (P)	2	+2	6	5	3,000	Range 2
Quarter Staff	1D6 (C)	–	–	4	4	0	Range 2
Quarter Staff +1	1D6+1 (C)	1	+1	3	4	500	Range 2
Slayer (Spear)	1D6+5 (P)	5	+5	1	2	41,300	Range 2
Spear	1D6 (P)	–	–	6	5	1	Range 2
Spear +1	1D6+1 (P)	1	+1	5	5	1,000	Range 2
Spear +3, Backbiter	1D6+3 (P)	3	+3	3	3	2,000	Range 2, cursed, +3 damage to wielder
Spear of Kerish	1D8+3 (P)	3	+3	3	2	9,750	Range 2, +10% fire resistance, 5% chance +1D6 cold damage
The Spear of White Ash	1D6+3 (P)	3	+3	3	2	9,750	5% chance additional 1D6 (P)
Spendelard's Protector (Staff)	1D6+1 (C)	1	+1	3	3	6,750	Range 2, +1 AC, +1 to save vs. spells
Staff of Moradin's Breath	1D6+2 (C)	2	+2	3	3	40,300	Range 2, can cast the spell Resurrect (five charges), usable only by clerics
Staff of Nature's Wrath	1D6+1 (C)	1	+1	3	3	6,750	Range 2, can cast the spells Entangle and Flame Strike (ten charges each), usable only by druids
Staff of the Hand	1D6+3 (C)	3	+3	4	4	2,000	Range 2
Star Forged Halberd +3	1D10+3 (P)	3	+3	8	14	5,500	Range 2, +5% slashing and piercing resistance, 15% chance target is stunned, +1 Dexterity
The Summoner's Staff	1D6+3 (C)	3	+3	1	3	16,305	Range 2, casts Monster Summoning IV and Invisible Stalker (15 charges), usable by mages only

Swords

Nothing says “I’m going to butcher you!” better than a long, sharpened piece of steel. Maybe that’s why there are so many different kinds of swords to choose from. From the finely crafted long sword, designed for quick precise strokes, to the heavy two-handed sword that relies on brute strength, there’s a sword designed just for your fighting style (see Figure 3.7).

Short swords, broad swords, and long swords are not usable by druids, clerics, or mages. Bastard swords and two-handed swords are forbidden to druids, clerics, mages, and thieves. Clerics and mages also can’t use scimitars.

Note

Remember, although two-handed swords do more damage, they don’t allow you to use a shield. As a result, you’ll deal more damage as well as take more damage.



Figure 3.7:
For victory!

ITEM	DAMAGE	ENCH.	THAC0	SPEED	WT.	PRICE	NOTES
Alamion (Long Sword) 1	D8+3 (S)	3	3	2	5	13,000	+5 THAC0 vs. salamanders, +5 damage vs. salamanders, +10% fire resistance, -5% cold resistance
Bastard Sword	2D4 (S)	–	–	8	10	25	–
Bastard Sword +1	2D4+1 (S)	1	+1	7	9	2,500	–
Bastard Sword +1	2D4+1 (S)	1	+1	7	8	4,000	+3 THAC0 vs. shapeshifters, +3 damage vs. shapeshifters
Bastard Sword +2: Conflagration	2D4+2 (S)	2	+2	8	10	6,000	10% of casting Fireball on target, +50% fire resistance
Bastard Sword +2: Life Giver	2D4+2 (S)	2	+2	8	10	2,500	5% chance of healing 1D10 Hit Points to self
Bastard Sword +3: Defender	2D4+3 (S)	3	+3	8	10	4,500	+10% slashing, crushing, piercing, and missile resistance, +1 to all saving throws

continued

ITEM	DAMAGE	ENCH.	THAC0	SPEED	WT.	PRICE	NOTES
Bastard Sword +3: Incinerator	2D4+3 (S)	3	+3	8	10	10,000	50% chance +1D8 fire damage, +15% fire resistance, 10% chance target is stunned
Bastard Sword of Action	2D4+1 (S)	1	+1	8	10	2,500	+1 attack per combat round
Bastard Sword of Greater Phasing	2D4+3 (S)	3	+3	8	10	5,500	15% chance of target being phased
Bhaal's Fire (Long Sword)	1D8+3 (S)	3	+3	4	4	9,500	+2D4 fire damage, 15% chance target is stunned, not usable by good characters
Bonecleaver (Two-Handed Sword)	1D10+1 (S)	1	+1	9	14	7,800	Range 2, +3 THAC0 vs. skeletal undead, +3 damage vs. skeletal undead
Cairn Blade (Two-Handed Sword)	1D10+4 (S)	4	+4	6	20	38,000	Range 2
Cancerous Bastard Sword +4	2D4+4 (S)	4	+4	8	10	8,000	15% chance target is infected with disease, not usable by good characters
Cradle of Mielikki (Scimitar)	1D8+1 (S)	1	+1	4	4	2,800	–
Erevain's Broad Sword	2D4+1 (S)	2	+2	5	4	3,950	+2 to save vs. wands, +10% acid resistance
Fang (Bastard Sword)	2D4 (S)	–	–	8	10	150	25% chance +1D3 acid damage
Fine Long Sword +1	1D8+1 (S)	1	+2	4	4	1,400	–
Finest Long Sword	1D8 (S)	–	+2	5	4	200	–
Flaming Bastard Sword +1	2D4+1 (S)	1	+1	8	10	1,250	25% chance +2D3 fire damage
Flaming Long Sword +2	1D8+2 (S)	2	+2	4	4	1,750	+1D3 fire damage, +10% fire resistance
Flaming Short Sword +1	1D6+1 (S)	1	+1	2	3	1,250	50% chance +1D3 fire damage
Flawless Two-Handed Sword	1D10 (S)	–	+2	9	12	550	Range 2
Giant Two-Handed Sword	1D10+4 (S)	–	-1	9	18	2,000	Range 2, -1 AC, minimum strength of 18 required
High Quality Bastard Sword	2D4 (S)	–	+1	8	10	125	–
High Quality Long Sword	1D8 (S)	–	+1	5	4	75	–
High Quality Short Sword	1D6 (P)	–	+1	3	3	50	–
High Quality Two-Handed Sword	1D10 (S)	–	+1	10	5	250	Range 2
Hold Fast (Long Sword)	1D8+3 (S)	3	+3	4	4	5,000	+15% slashing resistance, +1 AC, 15% chance of casting Hold Person on target
Intercession (Long Sword)	1D8+1 (S)	1	+1	4	4	5,500	+2 AC (except vs. missiles)

continued

ITEM	DAMAGE	ENCH.	THAC0	SPEED	WT.	PRICE	NOTES
Kresselack's Sword (Two-Handed Sword)	1D10+1 (S)	1	+1	8	12	1,750	Range 2, +10% cold resistance
Life's Gift (Long Sword)	1D8+2 (S)	2	+2	4	4	2,750	15% chance of healing 1D3 Hit Points to self
Long Sword	1D8 (S)	—	—	5	4	15	—
Long Sword +1	1D8+1 (S)	1	+1	4	4	1,250	—
Long Sword +2	1D8+2 (S)	2	+2	3	3	4,250	+1 cold damage
Long Sword +3: Enforcer	1D8+3 (S)	3	+3	4	4	6,000	Memorize one additional level 1 and 2 mage spell, +5% magic resistance, usable only by fighter-mage
Long Sword of Action +2	1D8+2 (S)	2	+2	4	4	3,000	+1 Dexterity
Long Sword of Action +4	1D8+4 (S)	4	+4	4	4	8,500	+1 AC, +15% slashing resistance, +1 attack per combat round
Long Sword of Confusion +2	1D8+2 (S)	2	+2	4	4	2,500	25% target will become confused
Long Sword of the Hand	1D8+3 (S)	3	+3	5	4	5,000	—
Pale Justice (Long Sword)	1D8+4 (S)	4	+4	1	5	15	Immune to the spells: Cloak of Fear, Horror, Dire Charm, and Symbol of Hopelessness, +7 damage vs. evil creatures, +7 THAC0 vs. evil creatures, usable only by paladins
Phasing Bastard Sword +1	2D4+1 (S)	1	+1	8	10	1,250	15% chance target is phased
Restored Blade of Aihonen	1D8+5 (S)	5	+5	2	3	0	+25% cold and fire resistance, +5 Maximum Hit Points
Scimitar	1D8 (S)	—	—	5	4	15	—
Scimitar +3, Frostbrand	1D8+3 (S)	3	+3	2	4	7,550	+50% fire resistance
Scimitar +5, Defender	1D8+3 (S)	3	+5	2	4	11,000	+2 AC
Serrated Bone Blade (Two- Handed Sword)	1D10+3 (S)	3	+3	10	25	15,000	Range 2, 20% chance of inflicting 1D10 points of cold damage on target
Short Sword	1D6 (P)	—	—	3	3	10	—
Short Sword +1	1D6+1 (P)	1	+1	2	3	800	—
Short Sword +2	1D6+2 (P)	2	+2	1	2	4,000	—
Short Sword +4: Hammer	1D6+4 (P)	4	+4	2	3	7,500	+1D3 crushing damage, 20% chance target is stunned
Short Sword of Action +2	1D6+2 (P)	2	+2	2	3	2,500	+1 Dexterity
Short Sword of Backstabbing	1D6+3 (P)	3	+3	0	3	7,000	—
Short Sword of Health +4	1D6+4 (P)	4	+4	2	3	7,500	15% chance to heal 1D6 Hit Points to self
Short Sword of Lesser Phasing	1D6+1 (P)	1	+1	2	3	1,250	+1D2 cold damage, 10% chance target is phased
Short Sword of Shadows +3	1D6+3 (P)	3	+3	2	3	4,500	+15% to stealth skill, +2 AC, usable by thieves only

continued

ITEM	DAMAGE	ENCH.	THAC0	SPEED	WT.	PRICE	NOTES
Short Sword of the Hand	1D6+2 (P)	2	+2	3	3	2,000	–
Sloth (Short Sword)	1D6+2 (P)	2	+2	2	3	2,500	10% chance target is slowed
Snow Maiden's Reaver (Bastard Sword)	2D4+2 (cold)	2	+2	6	10	8,210	2% chance target is turned to ice
Some God's Promise (Short Sword)	1D6+2 (P)	2	+2	2	3	2,500	5% chance of healing 1D6 Hit Lesser Points to self
Spell Diver (Short Sword)	1D6+2 (P)	2	+2	1	1	6,450	+1 to save vs. spell, +5% magic resistance, 50% chance to nullify target's ability to cast spells for 2 rounds
Spiked Long Sword +1	1D8+1	1	+1	4	4	1,500	25% chance +2D6 piercing damage
Static Short Sword +3	1D6+3 (P)	3	+3	2	3	4,500	+1D4 electrical damage, +1 AC
Static Two-Handed Sword +4	1D10+4 (S)	4	+4	9	12	14,000	Range 2, 50% chance +2D3 electrical damage, 25% target is stunned
Sword of Days (Short Sword)	1D6+2 (P)	3	+3	1	3	8,100	Immunity to the effects of the spells Haste and Slow, 25% chance target will suffer effects of the spell Slow
Turodahel (Long Sword)	1D8+2 (S)	1	+1	3	5	5,250	+1 to Intelligence
Two-Handed Sword	1D10 (S)	–	–	10	15	50	Range 2
Two-Handed Sword +1	1D10+1 (S)	1	+1	9	12	1,500	Range 2
Two-Handed Sword +1: Hammering	1D10+1 (S)	1	+1	9	12	2,000	Range 2, 20% chance target is stunned
Two-Handed Sword +2: Defender	1D10+2 (S)	2	+2	9	12	4,000	Range 2, +10% slashing resistance, +1 AC
Two-Handed Sword +2: Hammering	1D10+2 (S)	2	+2	9	12	4,000	Range 2, 20% chance target is stunned, minimum strength of 18 strength
Two-Handed Sword +3: Bane	1D10+3 (S)	3	+3	9	12	8,000	Range 2, +10% magic resistance, 25% chance target is infected with disease, not usable by good characters
Two-Handed Sword +4: Backbiter	1D10+4 (S)	4	+4	9	12	8,000	Range 2, +1D6 piercing damage, 25% chance +1D4 piercing damage to wielder
Two-Handed Sword +4: Life Giver	1D10+4 (S)	4	+4	9	12	14,000	Range 2, increased regeneration, 5% chance of healing 1D20 Hit Points to self
Two-Handed Sword, Cursed Berserking +3	1D10+3 (S)	3	+3	7	5	1,000	Range 2; cursed, causes wielder to go berserk

continued

ITEM	DAMAGE	ENCH.	THAC0	SPEED	WT.	PRICE	NOTES
Two-Handed Sword of Resistance +1	1D10+1 (S)	1	+1	9	12	2,000	Range 2, +5% magic resistance, +1 save vs. spells
Valiant (Scimitar)	1D8+2 (S)	2	+2	0	4	38,000	One extra attack per round

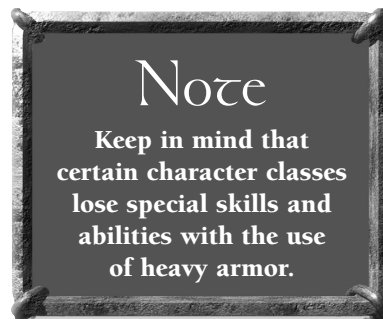
Armor and Equipment

It's all good and fine to have the right weapon, but don't forget that you can't dodge every blow. Being properly equipped with the right armor can mean the difference between suffering a huge gaping wound and receiving a minor little scratch. Everything you need to properly outfit your party is listed in the following sections.

ARMOR

Armor is the single most important piece of body protection you can buy. It protects vital organs from the gnashing jaws of monsters as well as from the sharp blades of your adversaries. Always upgrade the armor of your party whenever possible (see Figure 3.8 for a look at some of what's available). This will allow you to last longer in combat situations and thus improve your chances of survival. Which means you can spend less money on healing potions and spells and more money on important things like better armor and weapons.

Leather armor, studded leather armor, and scale armor can't be used by mages. Chainmail is off-limits for druids, mages, and thieves. Splint and plate mail can't be used by bards, druids, mages, and thieves.



ITEM	ARMOR CLASS	WT.	PRICE	NOTES
Armor of the Penitent (Studded Leather)	2	35	1,000	-1 Dexterity, -25% to all thief skills

continued

ITEM	ARMOR CLASS	WT.	PRICE	NOTES
Baleful Mail	3	45	11,400	Immune to the spells: Dire Charm, Charm Person, Confusion, Command, and Rigid Thinking; -2 to Charisma
Bathed-In-Blood (Plate)	-1	55	21,00	–
Black Dragon Scale	4	10	9,525	+25% acid resistance, usable by druids +2 save vs. spells
Black Swan Armor (Plate)	1	20	21,000	+10% fire resistance, +10% cold resistance, +10% acid resistance, +10% electricity resistance
Chainmail	5	40	75	–
Chainmail +1	4	20	1,600	–
Chainmail +2	3	10	5,000	–
Elven Chainmail of the Hand +3	2	15	13,000	+20% cold resistance, not usable by mages and druids, thieves receive penalties to thief skills, dual- and multi-class mages can cast spells
Full Plate Mail +1	0	35	17,000	–
The Glory of Suffering (Plate Mail)	-3	80	1,000	-25 hit points, +10% piercing, slashing, crushing, and missile damage, not usable by evil or neutral characters
Kaylessa's Elven Chainmail	2	15	20,000	+1 Dexterity, +20% cold resistance, not usable by mages and druids, thieves receive penalties to thief skills, dual- and multi-class mages can cast spells
Leather Armor	8	15	5	–
Leather Armor +1	7	10	1,000	–
Leather Armor +2	6	5	3,500	–
Mail of Life (Chainmail)	2	40	17,000	Increased regeneration, +10 to base Hit Points
Mithral Field Plate Armor +2	1	70	6,000	–
Plate Mail Armor	3	50	600	–
Plate Mail Armor +1	2	20	5,000	–
Reinforced Leather +1	6	15	1,750	+35% crushing resistance
Shadowed Plate	0	20	20,000	+3 AC vs. missile weapons
Splint Mail	4	40	80	–
Splint Mail +1	3	20	2,000	–
Studded Leather +1: Shadowed	6	15	2,500	+15% to stealth skill, +5% magic resistance, usable by thieves only
Studded Leather +2: Shadowed	5	15	5,000	+20% to stealth skill, +15% slashing and piercing resistance, usable by thieves only
Studded Leather +4: Shadowed	3	15	12,000	+30% to stealth skill, +20% piercing, slashing, fire, and electrical resistance, usable by thieves only
Studded Leather Armor	7	25	20	–
Studded Leather Armor +1	6	15	1,500	–
Studded Leather Armor +2	5	8	4,500	–
Studded Leather Armor +2: Missile Attraction	5	8	2,500	Cursed, -15 AC vs. missile attacks
Studded Leather of Resistance +3	4	15	7,000	+15% piercing, slashing, fire, and electrical resistance, +2 save vs. spells
Umber Hulk Plate	2	40	8,300	+1 AC vs. slashing weapons, usable by druids

Boots

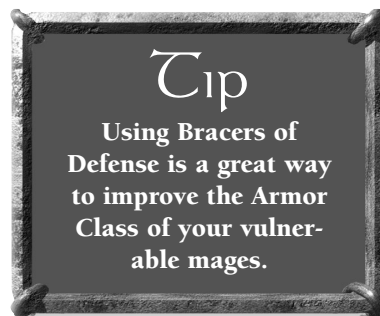
These boots aren't your everyday variety of footwear. Along with protecting your feet from the perils of the road, this footwear has been enhanced to provide additional benefits to the wearer.

When outfitting your party members, the last thing you think of is what to put on their feet. Luckily, *Icewind Dale* provides a variety of boots for every type of player. Each one of these boots provides some sort of benefit. If you can find them, the Boots of Speed come highly recommended. These boots will allow you to run rings around your opponents and make traveling long distances a breeze.

ITEM	WT.	PRICE	NOTES
Boots of Avoidance	4	2,500	+5 AC vs. Missile Weapons
Boots of Grounding	4	900	+50% Electrical Resistance
Boots of Moander	4	1,305	Wearer is immune to the effects of the priest spell Entangle
Boots of Speed	4	2,300	Doubles rate of movement
Boots of Stealth	4	1,500	+35% to Stealth Skill, not usable by fighter, mage, cleric, and druid
Boots of the Forgotten Ones	4	3,230	Memorize two additional level 1 cleric spells, memorize one additional level 2 cleric spell, usable by clerics and druids only
Boots of the Fox	4	1,400	Movement rate increased by 40%, +1 AC
Boots of the Many Paths	4	1,630	Can cast the mage spell Blur on self, once per day
Boots of the North	4	900	+50% cold resistance
Quiet Boots	4	1,150	+7 to stealth skill, usable by rangers and thieves
Shadowed Boots	5	2,000	+1 AC, +30% to stealth skill, usable by thieves only

Bracers and Gauntlets

Bracers are designed to provide added support and protection to the wrist area of the body. Gauntlets are worn like gloves and provide heavier protection to the wrists as well as the hands. Bracers and gauntlets may be worn by all classes unless otherwise specified.



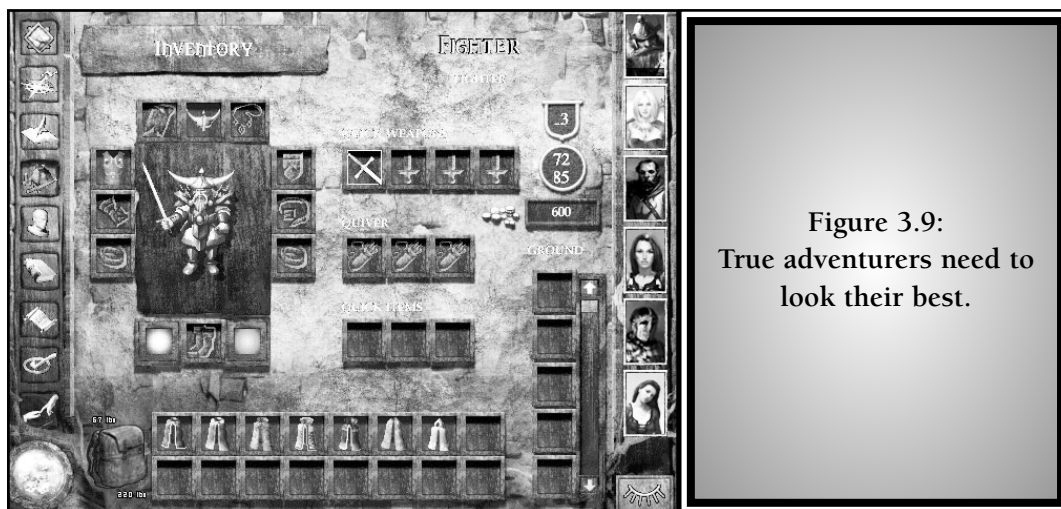
ITEM	WT.	PRICE	NOTES
Bracers	2	2	—
Bracers of Archery	2	5,000	+2 THAC0 for missile weapons only
Bracers of Defense AC 6	2	4,000	AC 6
Bracers of Defense AC 7	2	3,500	AC 7
Bracers of Defense AC 8	2	3,000	AC 8
Gauntlets of Dexterity	2	7,000	Increases Dexterity to 18
Gauntlets of Elven Might	2	20,500	+1 AC, +1 to all saving throws, increases strength to 18/51, usable only by multi- or dual-class fighters

continued

ITEM	WT.	PRICE	NOTES
Gauntlets of Fumbling	2	1	-10 THAC0, -2 to Dexterity, cursed
Gauntlets of Infernal Damnation	2	1	Cursed, casts Shroud of Flame on wearer
Gauntlets of Ogre Power	2	9,000	Increases Strength to 18/00, not usable by thieves and mages
Gauntlets of Weapon Expertise	1	6,000	+1 THAC0, +2 damage bonus
Gauntlets of Weapon Skill	2	4,000	+1 THAC0
Kaylessa's Gloves	3	12,000	+1 AC, +1 Dexterity, not usable by clerics and mages
Silver Bracers of Kedl	2	15,000	AC 2

Cloaks

Cloaks are normally worn for protection against the elements and provide little if any defense against attacks, unless they've been enchanted like the ones listed here. Each of these cloaks can greatly enhance your party. They provide everything from added protection to the ability to cast spells. All classes may wear and use cloaks (see Figure 3.9).



ITEM	WT.	PRICE	NOTES
Cloak of Burdened Spirits	80	1,000	+1 Wisdom, usable only by good characters
Cloak of Displacement	3	6,000	+4 AC vs. missile weapons, +2 bonus to save vs. death, breath, and wand
Cloak of Non-Detection	3	1,000	Non-detectable by magical means such as Detect Invisibility spells and scrying
Cloak of Protection +1	3	5,000	+1 AC bonus, +1 to all saving throws
Cloak of Protection +2	3	9,000	+2 AC bonus, +2 to all saving throws
Cloak of the Wolf	3	4,000	Polymorph into wolf form at will
Glimglam's Cloak	4	4,900	+1 AC, +1 to all saving throws

continued

ITEM	WT.	PRICE	NOTES
Mantle of the Coming Storm	1	150	Casts Free Action (3 charges), +1 AC, +1 to save vs. paralyzation, +30% cold resistance, +30% fire resistance
Mantle of Hell's Furnace	4	11,300	Casts the spells: Agannazar's Scorcher (16 charges), Burning Hands (16 charges), and Charm Elemental Kin (16 charges)
Mithran's Cloak	5	15,200	+3 AC, +2 to all saving throws
Shadowed Cloak	5	8,000	+2 AC, +15% to stealth skill, usable by thieves only

Girdles

These are certainly not the girdles we're familiar with. Instead of picturing these girdles as uncomfortable torture devices for women, think of them as giant belts to be worn with armor. Girdles can be worn by any class.

ITEM	WT.	PRICE	NOTES
Belt of Stones	2	1	Cursed, reduces users strength to 6
Bone Marrow Belt	2	8,000	+1 AC, -2 Charisma, +50% slashing resistance, -15% crushing resistance, not usable by good characters
Girdle	2	3	–
Girdle of Beatification	2	2900	Wearer is under the effects of the priest spell Bless
Girdle of Bluntness	2	1,500	+4 AC vs. blunt weapons
Girdle of Gond usable	2	4,120	+10% to open locks skill, +5% to find/remove traps skill, by thieves only
Girdle of Labelas	2	16,000	Wearer is under the effects of the mage spell Free Action, casts the spell Haste (once per day)
Girdle of Piercing	2	1,500	+3 AC vs. piercing weapons
Girdle of Stromnos	2	13,000	Sets Strength to 19, usable by fighters, rangers, and paladins
Golden Girdle	2	1,000	+3 AC vs. slashing weapons

Helmets

Much like riding a bike, never go adventuring without some kind of head protection. Helmets help keep the gray matter where it's supposed to be when you're struck by an opponent's weapon. In general, any character class can wear helmets (see Figure 3.10 for a glimpse of some helmeted adventurers).

When first starting out in the game, buy your party the best possible armor, shields, and weapons. Then, with whatever gold you have left over, purchase helmets. If you end up not having enough money, go out and adventure and return as soon as possible to finish equipping your party.

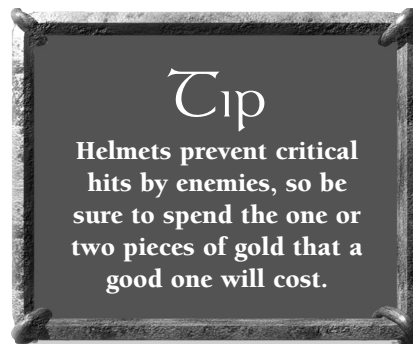




Figure 3.10:
Into the breach!

ITEM	WT.	PRICE	NOTES
Blessed Helm of Lathander	2	11,400	+2 AC, can cast the priest spells Cure Moderate Wounds, Neutralize Poison, and Remove Paralysis (once per day), usable only by good characters
Brush Helmet	2	5	Protects against critical hits
Dead Man's Face	3	3,200	Protects against critical hits, immune to the spells Horror and Cloak of Fear, -2 to Charisma, not usable by mage, thief, and bard
Dragon Wing Helmet	2	5	Protects against critical hits
Helmet	2	1	Protects against critical hits
Helmet of Charm Protection	4	800	Protects against critical hits, wearer is immune to charm effects
Helm of the Trusted Defender	2	7,820	+3 AC, confers immunity to the effects of sleep and fatigue, usable by gnomes and halflings only
Helmet of Opposite Alignment	2	700	Cursed, protects against critical hits, alignment will become opposite
Horned Helmet	1	2	Protects against critical hits
Illian's Hunting Helm	3	5,750	+2 AC
Patriot Helm	4	5,200	+2 AC
Plumed Helmet	2	5	Protects against critical hits
Sune's Laurel of Favor	1	5,250	+1 AC, +1 to Charisma

Robes

Since mages can't wear armor of any kind, they've improvised by turning their wizardly robes into mystical works of art. Adorned with all kinds of arcane symbols and enchanted with spells of warding, these robes provide protection that you just won't find on any old suit of armor.

Much time and effort goes into the making of these garments and they are seen as a personal reflection of the wearer. As such, mages loathe giving them up. So take care when you encounter a mage in combat and be careful not to cause too much damage to his clothes (see Figure 3.11 for some stylish mages).



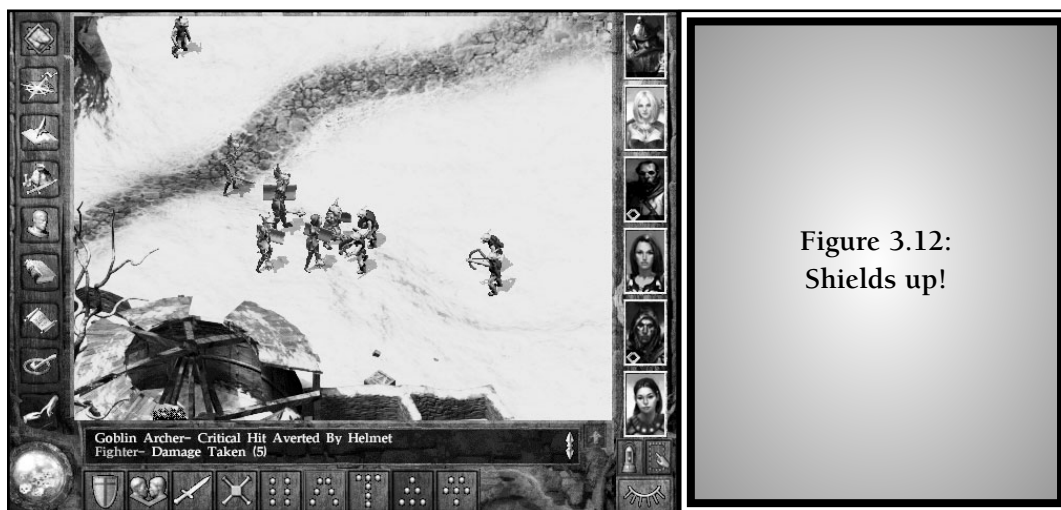
Figure 3.11:
Council of mages

ITEM	WT.	PRICE	NOTES
Adventurer's Robe	4	600	+1 AC vs. crushing weapons, +1 to save vs. petrification/polymorph
Elemental Robe of the Hand	10	10,000	+40% cold resistance, +40% electrical resistance, +40% fire resistance, AC 9, -2 dexterity
Knave's Robe	4	600	+1 AC vs. slashing weapons, +1 to save vs. death
Mage Robe of Cold Resistance	3	300	+20% cold resistance
Mage Robe of Electrical Resistance	3	300	+20% electrical resistance
Mage Robe of Fire Resistance	3	300	+20% fire resistance
Necromancer's Robe	6	10,100	AC 8, +3% magic resistance, +1 to save vs. paralyze/poison/death magic
Robe of Enfusing	4	9,000	+2 AC, memorize one additional level 1 mage spell, +5% magic resistance, +5 to lore skill, usable by mages only
Robe of the Evil Archmagi	6	10,500	AC 5, +5% magic resistance, +1 to all saving throws, usable only by neutral-aligned characters
Robe of the Good Archmagi	6	20,500	AC 5, +5% magic resistance, +1 to all saving throws, usable only by good-aligned characters
Robe of the Neutral Archmagi	6	20,500	AC 5, +5% magic resistance, +1 to all saving throws, usable only by neutral-aligned characters
Robe of the Watcher	5	40,300	AC 3, +10% magic resistance, +2 save vs. spells, the wearer is under the effects of the spell Non-Detection, immunity to umber hulk gaze
Robes of Agony	35	1,000	-4 THAC0, -2 Dexterity, -2 AC, cursed
Shadowed Robe	5	28,000	AC 4, +15% magic resistance
Traveler's Robe	3	600	+1 AC vs. missile weapons, +1 to save vs. breath

Shields

Shields provide added protection secondary only to body armor (Figure 3.12). If you're using a one-handed weapon and your class allows it, it's highly recommended that you equip party members with some kind of shield. There are no penalties for using a shield,

so try to buy the largest ones available, unless you find a magically enhanced shield that provides better protection. Bards, druids, and thieves can't use shields.



ITEM	WT.	PRICE	NOTES
The Bitch Queen's Envoy (Small Shield)	4	9700	+3 AC, no protection against missile weapons, protection vs. water elementals, not usable by those of Lawful alignment
Buckler	2	1	+1 AC, no protection against missile or piercing weapons
Great Shield +3	18	4,000	+4 AC, +1 AC vs. missile weapons, +15% crushing, piercing, and slashing resistance, minimum strength of 18 required
Large Shield	15	10	+1 AC, +1 AC vs. missile weapons
Large Shield +1	12	2,000	+2 AC, +1 AC vs. missile weapons
Large Shield +1, +4 vs. Missiles	12	3,500	+2 AC, +5 AC vs. missile weapons
Large Shield +1 of Missile Deflection	12	750	+2 AC, +4 AC vs. missile weapons, +10% missile resistance
Large Shield +1 of Strength	12	3,500	+2 AC, +1 AC vs. missile weapons, +1 Strength, +10% slashing and piercing resistance
Medium Shield	7	7	+1 AC
Medium Shield +1	6	1,500	+2 AC
Nym's Rhino Beetle Shield (Large Shield)	5	12,000	+3 AC, +1 AC vs. missile weapons, +15% fire resistance, usable by druids
The Mystery of the Dead	–	18,010	AC 2, Bearer is immune to Finger of Death and Power Word: Kill spells
The Red Knight's Shield (Medium Shield)	4	1,000	+4 AC, not usable by Chaotic creatures
Reinforced Large Shield +1	12	350	+2 AC, +1 AC vs. missile weapons, +10% slashing resistance
Reinforced Large Shield +2	12	1,500	+3 AC, +1 AC vs. missile weapons, +15% crushing and fire resistance
Rhino Beetle Shield (Large Shield)	8	1,000	+1 AC, +1 AC vs. missile weapons, usable by druids
Shield of the Hand (Large Shield)	8	4,000	+2 AC, +1 AC vs. missile weapons

continued

ITEM	WT.	PRICE	NOTES
Small Shield	3	3	+1 AC, no protection against missile weapons
Small Shield +1	3	1,000	+2 AC, no protection against missile weapons
Stoutward (Small Shield)	4	1,000	+2 AC, no protection against missile weapons

TREASURES and TRINKETS

After a heroic battle, there's nothing better than searching the battlefield for treasures. You'll come across many strange and unusual items during the course of your adventures. At first glance, it may seem easier to pick up everything and sort it out later when you return to civilization. But sooner or later you'll run out of space to store all those trinkets and there will come a point where items must be discarded. Before you decide to throw away that dusty old book or plain-looking necklace, however, you might want to check the following lists. They just might save you from making a hasty and potentially costly decision.

Books

There are many books to be found throughout *Icwind Dale*. Most contain interesting information and stories about the people and places in and about the realms. Others contain trivial facts and are almost works of pure fiction. But occasionally you might happen upon a book that offers such brilliant insight that it just might be worth the time and effort to read it. Who knows, you may benefit in some way from the writings contained within.

ITEM	PRICE	NOTES
Ancient Lore on Corellon Larethian	10	–
Ancient Lore on Labelas Enoreth	10	–
Ancient Lore on Sehanine Moonbow	10	–
Ancient Lore on Shevarash	10	–
Ancient Lore on Solonor Thelandira	10	–
Animals Are Your Friend	4	–
Code of Training in the Seldarine's Hand	10	–
Diary of Evayne	5	–
Ecology of the Unicorn	10	–
Elameth's Compendium	10	–
Engineering Manual	4	Quest item
Erevain's Journal	5	–
Fish on the Sea of Fallen Stars	6	–
The Folly of Fury	6	–
Great Pottery of Lurien	6	–
Hippogriff Riders of the Hand	10	–
Journal of Evayne	5	Quest item for Larrel
Kalabac's Journal	2	–
Lore of the Bladesingers	10	–
Manual of Bodily Health	5,000	Permanent +1 Constitution
Manual of Gainful Exercise	5,000	Permanent +1 Strength
Manual of Quickness	5,000	Permanent +1 Dexterity
Mythal Theory	10	Quest item for Orrick

continued

ITEM	PRICE	NOTES
On Non-Violence	6	–
Philosophy of Kara-tur	10	–
Presio's War Journal	0	Quest item
"Rock Eaters," They are Not!	10	–
Secret Societies	5	–
Tending Ivy	3	–
Terikan's Journal	0	Quest item
Tome of Clear Thought	5,000	Permanent +1 Intelligence
Tome of Leadership and Influence	5,000	Permanent +1 Charisma
Tome of Understanding	5,000	Permanent +1 Wisdom
Worship in the Seldarine's Hand	10	–

Gems

Gems come in many colors and shapes. The worth of each gem is usually determined by the rarity, quality, and cut of the stone. So the question is, "Is the gem you just found worth a knight's ransom, or is it just another pretty rock?" Unless you're a skilled gemologist, you'll probably never know. Find out if your stone is treasure or trash before you lug it all the way back to town by reading the following list.

Note

Did you know that gems are stackable? When in the inventory screen, pick up a gem and drop it onto a similar stone to stack them in the same slot. It's a great way to save space and to keep your treasure organized.

ITEM	PRICE	NOTES
Andar Gem	30	–
Aquamarine Gem	150	–
Black Opal	300	–
Bloodstone Gem	50	–
Chrysoberyl Gem	70	–
Diamond	1,000	–
Elisia's Token of Faith	30	–
Emerald	1,500	–
Fire Agate Gem	10	–
Garnet Gem	175	–
The Heartstone Gem	0	Quest item
Horn Coral Gem	125	–
Iol Gem	40	–
Jasper Gem	35	–
King's Tears	4,000	–
Lynx Eye Gem	15	–

ITEM	PRICE	NOTES
Moonbar Gem	375	–
Moonstone Gem	50	–
Pearl	200	–
Rogue Stone	5,000	–
Shandon Gem	70	–
Skydrop Gem	40	–
Sphene Gem	225	–
Star Diopside Gem	70	–
Star Sapphire	2,000	–
Sunstone Gem	25	–
Tchazar Gem	35	–
Turquoise Gem	5	–
Water Opal	350	–
Waterstar Gem	80	–
Ziose Gem	60	–
Zircon Gem	45	–

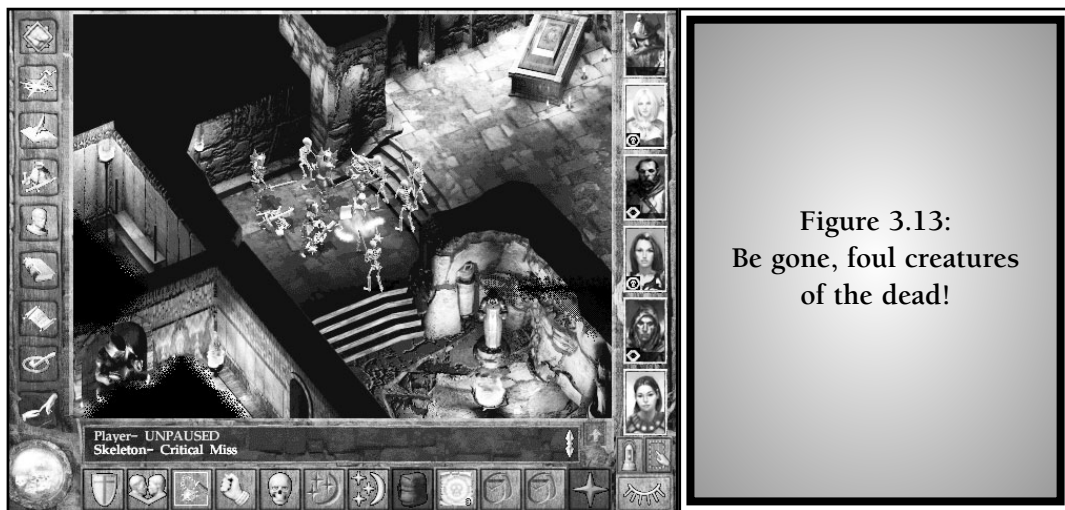
Magic Scrolls

You will encounter three different types of magic scrolls throughout the game. These are aid scrolls, mage scrolls, and priest scrolls. All are essentially spells and prayers that have been carefully scribed onto parchment so that those properly trained to use them may release their powers by simply reading them out loud. This enables the user to have a greater selection of spells to cast at a moment's notice.

Aid Scrolls

Over the years, mages have created aid scrolls to help those not trained in the arts. Simply breaking the seal of the scroll releases the magic contained within. In this way, even those who haven't been trained as mages can use them. There is also no restriction on level.

Use these scrolls to supplement your inventory of potions. You'll discover that each area in the game has a theme behind it, and usually one of these scrolls can greatly enhance your chances of survival in that area. For example, if you're delving in some musty old tombs, be sure to have a ready supply of Protection from Undead Scrolls on hand (see Figure 3.13 for an example of this scroll in action).



AID SCROLLS	PRICE	NOTES
Cursed Scroll of Ailment	0	Poisons player
Cursed Scroll of Clumsiness	0	Reduces Dexterity by 50%, -2 Luck, reduces stealth skill by 50%, increases chance of spell casting failure to 50%
Cursed Scroll of Foolishness	0	Reduces Intelligence by 70%, sets Wisdom to 3, increases chance of priest spells failing by 50%, -2 Luck
Cursed Scroll of Petrification	0	Petrifies player
Cursed Scroll of Stupidity	0	Sets Intelligence to 3, reduces Wisdom by 50%, casts Feeblemind on player

continued

AID SCROLLS	PRICE	NOTES
Cursed Scroll of Ugliness	0	Sets Charisma to 3, reduces Intelligence by 70%
Cursed Scroll of Weakness	0	Sets Strength to 5
Protection from Acid Scroll	750	+50% acid resistance
Protection from Cold Scroll	750	+50% cold resistance
Protection from Electricity Scroll	750	+50% electrical resistance
Protection from Fire Scroll	750	+50% fire resistance
Protection from Magic Scroll	2,000	Casts Anti-Magic Shell
Protection from Petrification Scroll	600	Immunity to petrification
Protection from Poison Scroll	750	Cures poison, immunity to poison
Protection from Undead Scroll	750	Immunity from the undead
Stone to Flesh Scroll	150	Removes the effects of petrification

Mage Scrolls

Mage scrolls can be used in two ways. First, the user can read the spell directly from the scroll and cast that spell as if it were memorized. Second, the mage can scribe the contents of the scroll into his or her spell book. Only mages can use these scrolls.

Since mages can only memorize a certain number of spells each day, try saving extra scrolls and using them as backup spells to those you have memorized. Also, keep in mind that scroll spells tend to be cast at a few experience levels higher than the minimum casting level of that spell. For example, a first level mage who casts Magic Missile will produce only one missile per spell. However, if that same mage were to read this spell from a scroll originally scribed by a third level mage, he would conjure up two missiles.

For ease of use, all the mage scrolls in the game have been grouped by spell level and then alphabetized. Refer to your *Icwind Dale* manual for complete stats on each spell, or turn to Chapter 4: Sorceries & Prayers for greater insight on how to get the best use out your spell casting (see Figure 3.14 for an example of one of the most dramatic and helpful spells you can cast).



Figure 3.14:
Burrrrrrrrrn!

Warning

Because of the game's level cap, your mage will never exceed level 14 and thus never be able to memorize 8th and 9th level spells. Of course, you can still cast these spells from scrolls.

MAGE SCROLLS	LEVEL	PRICE
Armor	1	100
Burning Hands	1	100
Charm Person	1	100
Chill Touch	1	100
Chromatic Orb	1	100
Color Spray	1	100
Friends	1	100
Grease	1	100
Identify	1	100
Infravision	1	100
Larloch's Minor Drain	1	100
Magic Missile	1	100
Protection from Evil	1	100
Shield	1	100
Shocking Grasp	1	100
Sleep	1	100
Agannazar's Scorcher	2	200
Blindness	2	100
Blur	2	200
Decastave	2	200
Detect Evil	2	200
Detect Invisibility	2	200
Ghoul Touch	2	200
Horror	2	200
Invisibility	2	200
Knock	2	200
Know Alignment	2	200
Luck	2	200
Melf's Acid Arrow	2	200
Protection from Petrification	2	200

MAGE SCROLLS	LEVEL	PRICE
Mirror Image	2	200
Resist Fear	2	200
Snilloc's Snowball Swarm	2	900
Stinking Cloud	2	200
Strength	2	200
Vocalize	2	300
Web	2	200
Dire Charm	3	300
Dispel Magic	3	300
Fireball	3	900
Flame Arrow	3	300
Ghost Armor	3	300
Haste	3	900
Icelance	3	900
Lightning Bolt	3	900
Monster Summoning I	3	300
Non-Detection	3	300
Protection from Normal Missiles	3	900
Skull Trap	3	300
Slow	3	300
Vampiric Touch	3	300
Belytn's Burning Blood	4	400
Confusion	4	1200
Dimension Door	4	1200
Emotion: Courage	4	400
Emotion: Fear	4	400
Emotion: Hope	4	400
Emotion: Hopelessness	4	400
Greater Malison	4	600

continued

MAGE SCROLLS	LEVEL	PRICE
Ice Storm	4	1200
Improved Invisibility	4	1200
Minor Globe of Invulnerability	4	1200
Monster Summoning II	4	1200
Otiluke's Resilient Sphere	4	1200
Remove Curse	4	400
Shadow Monsters	4	1200
Spirit Armor	4	400
Stoneskin	4	400
Animate Dead	5	500
Chaos	5	500
Cloudkill	5	500
Cone of Cold	5	500
Conjure Earth Elemental	5	1500
Conjure Fire Elemental	5	1500
Conjure Water Elemental	5	1500
Demi-Shadow Monsters	5	1500
Domination	5	500
Feeblemind	5	500
Hold Monster	5	500
Monster Summoning III	5	500
Shroud of Flame	5	1500
Summon Shadow	5	1500
Anti-Magic Shell	6	600
Chain Lightning	6	1800

MAGE SCROLLS	LEVEL	PRICE
Death Fog	6	1800
Death Spell	6	1800
Disintegrate	6	1800
Flesh to Stone	6	1800
Globe of Invulnerability	6	600
Invisible Stalker	6	1800
Lich Touch	6	1800
Monster Summoning IV	6	1800
Otiluke's Freezing Sphere	6	1800
Shades	6	1800
Stone to Flesh	6	600
Tenser's Transformation	6	600
Power Word: Silence	6	600
Acid Storm	7	2100
Finger of Death	7	2100
Malavon's Rage	7	2100
Mass Invisibility	7	700
Monster Summoning V	7	2100
Mordenkainen's Sword	7	2100
Power Word: Stun	7	700
Prismatic Spray	7	700
Incendiary Cloud	8	2400
Mind Blank	8	800
Monster Summoning VI	8	2400
Monster Summoning VII	9	2700
Power Word: Kill	9	2700

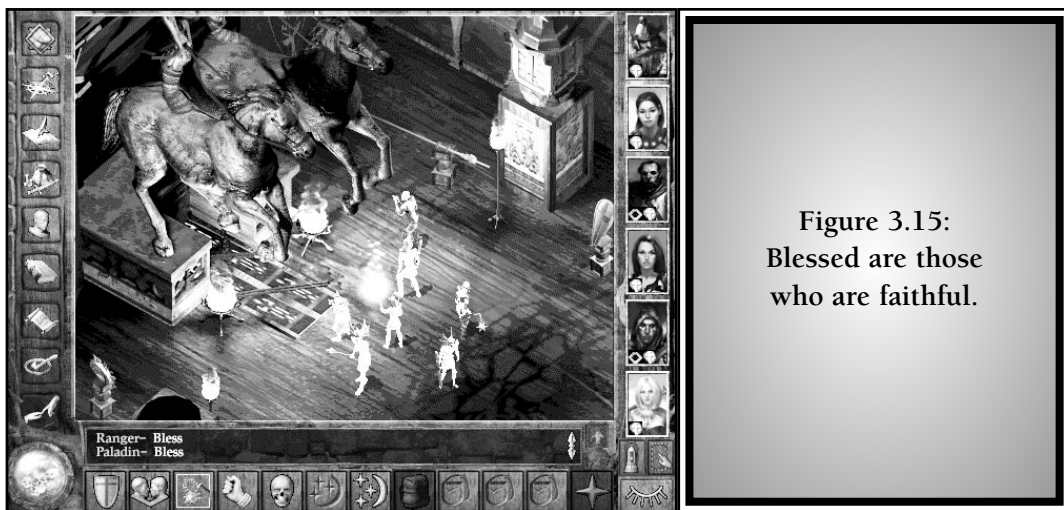
Priest Scrolls

Priest scrolls invoke the powers of the particular priest's deity. Only those who are active practitioners of the faith may use these scrolls. You would think that because these are priest scrolls they would all be curative, healing, or protective spells, but if you look closely, you'll see that there are a fair amount of combative incantations as well.

Not all the priest spells have a scroll associated with them. To see the complete list of priest spells and stats, refer to your game manual. The following scrolls have been organized by level and then alphabetized for easy reference (see Bless in action in Figure 3.15).

Tip

Remember that scrolls are stackable, so keep your inventory clean and place up to five of the same scroll in one inventory slot.



PRIEST SCROLLS	LEVEL	PRICE
Cure Light Wounds	1	100
Entangle	1	100
Remove Fear	1	100
Aid	2	200
Chant	2	200
Cure Moderate Wounds	2	200
Find Traps	2	200
Hold Person	2	200
Silence 15' Radius	2	200
Slow Poison	2	200
Dispel Magic	3	300
Glyph of Warding	3	600
Prayer	3	300
Protection from Fire	3	300
Remove Curse	3	300
Remove Paralysis	3	300
Cure Serious Wounds	4	400

PRIEST SCROLLS	LEVEL	PRICE
Free Action	4	400
Neutralize Poison	4	400
Protection from Lightning	4	400
Static Charge	4	1200
Champion's Strength	5	500
Cure Critical Wounds	5	500
Flame Strike	5	500
Insect Plague	5	1500
Raise Dead	5	500
Spiked Stone	5	1500
Fire Seeds	6	1200
Heal	6	5,000
Sol's Searing Orb	6	1800
Creeping Doom	7	2100
Fire Storm	7	2100
Resurrection	7	15,000
Sunray	7	2100
Symbol of Pain	7	700

Miscellaneous

This is a catch-all category for the weird and unusual items that can be found in *Icewind Dale*. If you can't find a specific item in any of the listed categories, you'll more than likely find it here. A lot of these items are important to quests, as they tend to be unusual things that you can't use and won't regret giving away once the quest is finished. So before you decide to sell that odd trinket you found, check to make sure that it won't be needed later in the game.

Note

With the exception of items needed to fulfill a game objective or quest (check the “Notes” section of each table for the items that apply), everything dropped on the ground will disappear after a day or two. Keep this in mind before clearing your inventory in the wilderness.

ITEM	WT.	PRICE	NOTES
Albion's Key	0	0	–
Ancient Armor	15	0	–
Astrolab Piece	25	0	Quest item, four different pieces
Barrel of Holy Water	25	0	Quest item
Barrel of Pure Water	25	10	Quest item
Blur Deck	0	1260	Casts Blur spell (12 charges)
Bottle of Wine	1	1	Quest item
Brother Perdiem's Badge	0	0	Quest item
Candle	1	0	–
Dugmaren's Key	0	0	–
Dver's Note	0	0	–
A Cage of Exotic Birds	2	100	Quest item
A Cage of Squirrels	2	10	Quest item
The Cittern of War	3	8,300	Casts the spell Emotion: Courage (16 charges), usable only by bards
The Dire Old Lute of Pellon Kay	2	6,200	Casts the spell Dire Charm (eight charges), usable only by bards
Forge Key	0	0	–
Gate Key	0	0	–
Goodberry	0	0	Heals 1 Hit Point
Holy Symbol of Myrkul	0	0	–
Joril's Badge	0	0	Quest item
Knucklehead Trout	1	50	Quest item
Konlan's Key	0	0	–
Lyre of Progression	2	9,200	Memorize two additional level 2 mage spells, memorize one additional level 3 mage spell, usable by bards only
Maiden Ilmadia's Badge	0	0	Quest item

continued

ITEM	WT.	PRICE	NOTES
Malavon's Badge	0	0	Quest item
Marketh's Badge	0	0	Quest item
Mausoleum Key	0	0	–
The Merry Shorthorn	1	2,100	Casts the spell Bless (once per day), usable only by bards
Moth–Ridden Thistledown	5	5	–
Owain's Lullabye	2	27,500	Casts the spell Cone of Cold (seven charges), usable only by bards
Plain Key	0	0	–
Portrait of Marketh	0	0	Quest item
Priest's Key	0	0	–
Rhino Beetle Shell	25	1,000	–
Rotted Honey Leather	5	5	–
Sack of Potatoes	0	0	Quest item
Sanctum Key	0	0	–
Seeds	0	2	Quest item
Shattered Sword of Aihonen	3	0	Quest item
Telescope	1	0	–
Terikan's Key	1	0	Quest item
Terikan's Phylactery	1	0	–
Umber Hulk Hide	25	40	–
Viol of Hollow Men	3	13,150	Casts the spell Summon Shadow (once per day), usable only by bards
The Voice's Bones	5	0	Quest Item
Watchtower Key	0	0	–
Winter Wolf Pelt	10	500	–
Yeti Pelt	15	100	–

Necklaces

Although necklaces in *Icwind Dale* can be made out of a wide variety of materials, they are usually fashioned from some sort of precious metal. If you're lucky, they will be adorned with rare and exotic stones, making them worth a handsome sum of gold. And if you're really fortunate, you just might stumble across one that has been magically enhanced.

ITEM	PRICE	NOTES
Agni Mani Necklace	40	–
Amulet of Metaspell Influence	1,800	Memorize one extra second level spell
Amulet of the Dark Flesh	1	Cursed, user is paralyzed and is infected with disease
Amulet of Protection +1	3,000	+1 AC
Badge of the Brave	2,150	Casts the spell Emotion: Courage once per day
Barrier Amulet	4,100	Casts Minor Globe of Invulnerability and Stoneskin simultaneously on user (three charges)
Black Wolf Talisman	4,000	+1 AC, +10 to base Hit Points, +1 save vs. breath, +10% cold resistance

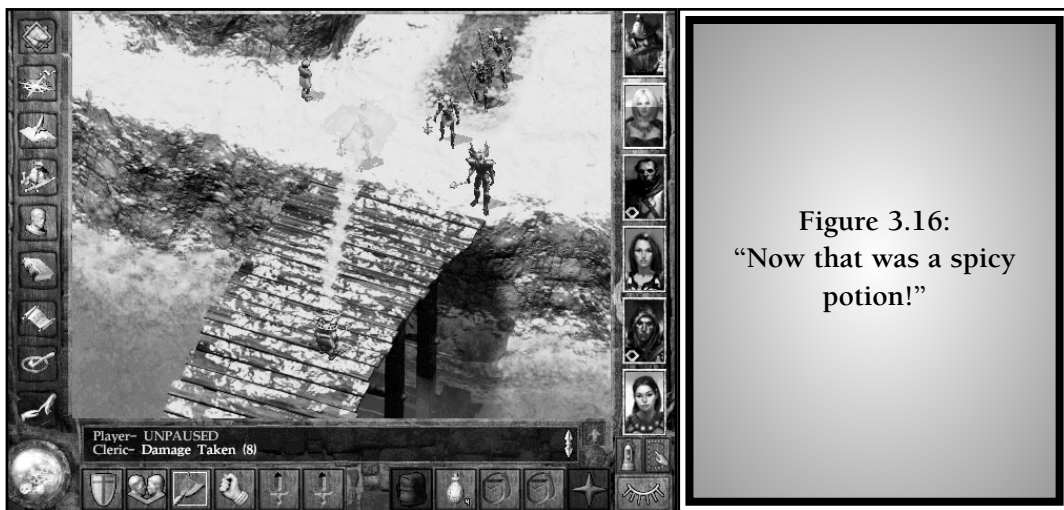
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ITEM	PRICE	NOTES
Bloodstone Amulet	300	–
Bluestone Necklace	50	–
Bone Amulet	5,000	Casts the spell Vampiric Touch (five charges), not usable by good characters
Clasp of Bron's Cloak	3,500	+5% piercing, slashing, and missile resistance
Gold Necklace	60	–
Larrel's Tear Necklace	6,000	–
Necklace	2	–
Necklace of Missiles	5,000	6D6 fire damage, save vs. spell for half-damage, range 60, explosion radius 30
Pearl Necklace	1,000	–
Rainbow Obsidian Necklace	50	–
Scarab of Defense	2,200	+2 to save vs. petrification and polymorph
Shield Amulet	2,500	Casts Shield spell on user
Silver Necklace	10	–
Studded Necklace with Zios Gems	150	–
Symbol of Corellon Larethian	6,000	+2 THAC0
Symbol of Labelas	6,000	+1 Intelligence, usable by mages only
Symbol of Sehanine Moonbow	6,000	Casts the spells Find Traps and Know Alignment (five charges each)
Symbol of Sheverash	6,000	Wearer receives benefits of infravision
Symbol of Solonor Thelandira	6,000	+2 THAC0 (missile attack only), not usable by clerics and mages
Tiger Cowrie Shell Necklace	55	–

Potions

Drinking a potion is a great way to quickly give you an extra boost when you need it. Unlike spells, the effects of potions are almost instantaneous. Unfortunately, said effects are fleeting and should be used only when they're needed most.

Some potions should be kept on each party member at all times. They are Antidote, Mummy's Tea, and Potion of Healing. If you have some extra gold and are short on space, purchase Elixirs of Health instead of Potions of Healing and Antidotes, since the Elixir of Health does the job of both of the other potions. The Antidote potion will cure poison and stop your infected character from losing health. Mummy's Tea cures diseases that sap your strength. Potions of Healing are always good to have around in case you run out of healing spells and need some medical assistance immediately (see Figure 3.16).



ITEM	WT.	PRICE	NOTES
Antidote	1	100	Cures poison
Antidote (Cursed)	1	50	Imbiber suffers the effects of the spell Slow
Container of Razorvine Extract	1	0	Quest item
Berduskan Black Brew	1	100	Reduces fatigue
Elixir of Health	1	250	Cures poison, heals 10 Hit Points
Elven Healing Wine	1	400	Heals 2D8 Hit Points, intoxicates user
Mummy's Tea	1	550	Cures disease
Oil of Fiery Burning	1	500	Range 40, 5D6 of fire damage, save vs. breath for half-damage
Oil of Null Effect	1	5,000	Quest item
Oil of Speed	1	500	Doubles rate of movement and attack
Oil of Speed (Cursed)	1	150	Imbiber suffers the effects of the spell Feeblemind
Oil of the Serpent Scales	1	310	+2 AC for 6 rounds
Philter of Purification	1	550	Cures disease
Potion of Absorption	1	600	+10 AC vs. crushing weapons, 100% electrical resistance
Potion of Action Transference	1	500	Permanent +1 Charisma, permanent -1 Dexterity
Potion of Agility	1	300	Increases Dexterity to 18
Potion of Arcane Absorbition	1	4,000	Permanent +10% magic resistance
Potion of Aura Enhancement	1	4,000	Permanent +1 Intelligence, permanent +5% magic resistance
Potion of Clarity	1	700	Immunity to the spells Fear, Confusion, Feeblemind, and Charm
Potion of Clear Purpose	1	5000	Permanent -2 to Constitution and +1 to Wisdom
Potion of Cloud Giant Strength	1	1,250	Increases Strength to 23
Potion of Cold Resistance	1	250	+50% cold resistance
Potion of Constitution	1	2,000	Permanent +1 Constitution
Potion of Defense	1	700	AC set to 0
Potion of Dissipation	1	8,000	Permanent +15% magic resistance
Potion of Explosions	1	450	Range 40, radius 40, explodes for 6D6 of fire damage, save vs. spell for half-damage

continued

ITEM	WT.	PRICE	NOTES
Potion of Extra Healing	1	300	Heals 18 Hit Points
Potion of Fire Giant Strength	1	1,000	Increases Strength to 22
Potion of Fire Resistance	1	400	+50% fire resistance
Potion of Firebreath	1	250	6D10 fire damage, save vs. breath for half-damage
Potion of Fortitude	1	500	Increases Constitution to 18
Potion of Freedom	1	250	Imbiber gains the spell effects of Free Action
Potion of Frost Giant Strength	1	750	Increases Strength to 21
Potion of Genius	1	300	+4 to Intelligence
Potion of Greater Resistance	1	1,500	Permanent +5% slashing and piercing resistance
Potion of Healing	1	75	Heals 9 Hit Points
Potion of Healing (Cursed)	1	150	Imbiber becomes intoxicated
Potion of Heroism	1	800	+10% added to base Hit Points, THACO set to 90% of current base
Potion of Hill Giant Strength	1	300	Increases Strength to 19
Potion of Holy Transference	1	8,000	Permanent +2 Wisdom, permanent -1 Dexterity
Potion of Infravision	1	100	Imbiber gains the ability of infravision
Potion of Insight	1	300	Increases Wisdom to 18
Potion of Insulation	1	170	+50% electrical resistance
Potion of Invisibility	1	250	Makes user invisible
Potion of Invulnerability	1	1,200	Set AC to 0, +5 to all saving throws
Potion of Invulnerability (Cursed)	1	100	Imbiber is turned to stone
Potion of Life Transference	1	4,000	Permanent +1 Strength, permanent -1 Constitution
Potion of Magic Blocking	1	1,500	Confers immunity to first through fifth level spells
Potion of Magic Protection	1	1,000	+50% magic resistance
Potion of Magic Shielding	1	1,250	+50% resistance to all forms of magical non-physical damage, all saving throws are successful
Potion of Magical Resistance	1	2,000	Permanent +5% magic resistance
Potion of Master Thievery	1	400	+40% to open locks skill and pick pocket skill
Potion of Mind Focus	1	500	+3 to Intelligence, +3 to Dexterity
Potion of Mirrored Eyes	1	350	Immunity to petrification
Potion of Perception	1	350	+20% to pick pocket skill, +20% to pick locks skill, +20% to find and remove traps skill, +20% to hide in shadows skill
Potion of Power	1	1,700	THACO set to 80% of current base, +20% added to base Hit Points, +20% added to base hide in shadow skill, +20% added to base pick pockets skill, +20% added to base pick locks skill, +20% added to base find and remove traps skill
Potion of Regeneration	1	500	Regain 2 Hit Points per round
Potion of Resistance	1	1,000	Permanent +5% crushing resistance
Potion of Stone Form	1	500	AC is set to 0, -3 Dex to all saving throws, +3 to Dexterity
Potion of Stone Giant Strength	1	500	Increases Strength to 20
Potion of Storm Giant Strength	1	1,500	Increases Strength to 24
Potion of Strength	1	350	Increases Strength to 18
Potion of Strength Transference	1	2,000	Permanent +1 Strength, permanent -1 Constitution
Red Potion	1	500	Increases Intelligence to 25, +50% resistance to magical damage, decreases Wisdom to 3, decreases Strength to 3

continued

ITEM	WT.	PRICE	NOTES
Spirit Essence	1	5,000	Heals 25 Hit Points
Violet Potion	1	400	Increases Strength to 25, decreases Dexterity to 3, decreases Constitution to 3

Rings

Rings come in many shapes and sizes and can be made of just about any material. Because they are small and lightweight, rings are some of the most favored items to enchant by magic users. Before you sell that odd looking ring, you might want to check to make sure it isn't more than it seems. Unfortunately, even though you have five fingers on each hand, you can only wear a total of two rings, so choose carefully which rings to wear.

RING	PRICE	NOTES
Angel Skin Ring	100	–
Bloodstone Ring	60	–
Eidan's Legacy Ring	75	Quest item
The Elfbone Ring of Kiran-Hai	15,200	+2 to save vs. paralyzation, poison, and death magic, immunity to the spells Finger of Death and Death Spell
Fire Opal Ring	500	–
Flamedance Ring	125	–
Gold Ring	40	–
Greater Ring of the Warrior	1,000	+1 THAC0, +1 AC
Greenstone Ring	10	–
Jade Ring	80	–
Kaylessa's Ring	3,000	+15% Strength, usable by rangers only
Kontik's Ring of Wizardry	35,000	Doubles memorization of capabilities of first and second level spells, usable only by mages
Koveras' Ring of Protection	3,000	+1 AC, +1 to all saves
Onyx Ring	50	–
Ring	10	–
Ring of Animal Friendship	5,000	Casts spell Charm (Animal)
Ring of Aura Transfusion	3,500	Increased regeneration, -5 % magic resistance, -2 save vs. spells, usable by mages only
Ring of Clumsiness	50	Cursed, Dexterity reduced by 50%, stealth skill reduced by 50%, 75% spell casting failure
Ring of Dwarven Bone	1,500	+1 Strength
Ring of Energy	5,000	Range 120, 2D6 magical damage, limited charges
Ring of Fire Resistance	1,500	+40% fire resistance
Ring of Folly	100	Cursed, decreases Intelligence to 3, decreases Wisdom to 3, wearer suffers the effects of the spell Feeblemind
Ring of Free Action	10,000	While worn, user is under the effects of the spell Free Action
Ring of Greater Resistance	5,000	+2 AC, +25% crushing resistance, +3 save vs. spells

continued

RING	PRICE	NOTES
Ring of Holiness	10,000	Memorize one additional priest spell for levels 1, 2, 3, and 4, usable only by clerics and druids
Ring of Infravision	750	Wearer gains infravision
Ring of Intelligence	2,000	+1 Intelligence, -1 Constitution
Ring of Invisibility	6,000	Causes wearer to become invisible
Ring of Lesser Resistance	500	+2 save vs. spells
Ring of Missile Deflection	1,000	+10% missile resistance
Ring of Pain Amplification	1	Cursed, -20% resistance to slashing, crushing, and piercing weapons
Ring of Protection +1	3,000	+1 AC, +1 to all saving throws
Ring of Protection +2	9,000	+2 AC, +2 to all saving throws
Ring of Reckless Action	3,500	+1 attack per combat round, -2 AC
Ring of Resistance	2,000	+10% missile and fire resistance
Ring of Sanctuary	8,000	Casts the spell Sanctuary (five charges), usable by clerics and druids
Ring of Shadows	11,450	While worn, user is under the effects of the spell Non-Detection, +15% to stealth skill, usable only by thieves and rangers
Ring of Strength	2,000	+1 Strength, -1 Dexterity
Ring of the Gorgon	100	Turns wearer to stone
Ring of the Protector	3,500	+10% magic resistance, +2 AC
Ring of the Warrior	500	+1 THAC0
Ring of the Warrior Thief	5,000	+1 Strength, +1 attack per combat round, only usable by thieves
Ring of Wizardry	18,000	Doubles memorization capability of first level mage spells, usable only by mages
Ruby Ring	1,750	–
Shield Ring	13,330	While worn, user is under the effects of the mage spell Shield
Silver Ring	5	–

Wands

Wands are perhaps the most favored weapons of magic users. Wands allow the user to cast multiple spells directly from the device without having to first memorize them. For the most part, fighters, druids, clerics, and thieves can't use wands.

If you can get your hands on one, try equipping one of your party members with a Wand of Magic Missiles. It makes a great emergency ranged weapon and any class can use one.

Note

Some wands contain more than one spell. To change the spell being cast, equip the wand and then right mouse click on it to switch between spells.

WAND	PRICE	NOTES
Pemby's Wand of Many Missiles	10,300	Casts three magic missiles (11 charges)
Wand of Armory	9,300	Casts either Shield or Ghost Armor on user (24 charges)
Wand of Corrosion	9,220	Casts Acid Storm and Death Fog (four charges)
Wand of Fear	10,000	Causes enemies within a 20' radius to run in fear unless they make a save vs. spells, contains up to 100 charges
Wand of Fire	22,000	Casts either Fireball or Agannazar's Scorcher, contains up to 50 charges of each spell
Wand of Freezing Death	12,110	Casts Snilloc's Snow Swarm, Icelance, and Ice Storm (five charges)
Wand of the Heavens	15,000	Causes a pillar of fire to engulf target for 8D6 (save vs. wands for half-damage) fire damage, contains up to 100 charges, not usable by fighters, mages, bards, and thieves
Wand of Lightning	20,000	Casts Lightning spell, contains up to 100 charges, not usable by fighters, mages, bards, and thieves
Wand of Magic Missiles	5,000	Casts a level 1 Magic Missile spell at target, contains up to 100 charges, usable by all classes
Wand of Monster Summoning	25,000	Casts spell Monster Summoning II, contains up to 100 charges
Wand of Paralyzation	12,500	Causes target to become stunned for 10 rounds unless save vs. wands with a -4 penalty is made, contains up to 100 charges
Wand of Sleep	7,500	Causes enemies within a 20' radius to sleep for 2 turns unless save vs. wands is made, contains up to 100 charges, usable by all classes
Wand of Trap Detection	5,100	Casts the spell Find Traps (five charges)



CHAPTER

4

SORCERIES AND PRAYERS

Magic can be a powerful force in the Forgotten Realms, and the frozen wastelands of Icewind Dale are no exception. With it, you can command the very forces of nature to strike down your enemy, or ask for divine intervention to heal the sick and wounded. Whether you intend to devote yourself to obtaining these powers or not, veteran adventurers know that it is in their best interests to learn about the various types of magic found throughout the land. Knowing what spells are being used against you and how to counteract them can mean the difference between overcoming your foe or spending the rest of eternity as some magician's pet.

There are two basic types of magic. The first type of magic is cast by mages and can be learned by anyone adept enough to master it. The second type is the domain of priests and is granted by a divine source. Only the most devout are granted priest spells as a reward for their piety. Since the actual stats for each spell are listed in their full glory in the manual, this chapter focuses on tips and strategies that will enable you to get the most out of your spellcasting.

In addition to all the spells in Baldur's Gate, this chapter includes descriptions and strategies for AD&D spells that were added just for Icewind Dale.

These spells can be easily spotted, as they are marked with the word *New* in the spell title. Now there are even more ways to devastate your enemies.

Mage Spells

Mage spells are the most powerful and destructive type of magic in the game. The vast majority of mage spells are offensive in nature and are designed to incapacitate, maim, or outright kill your enemies.

Although other classes besides mages can learn these spells, only a true mage can obtain enough knowledge to cast high-level spells. Because mages are devoted solely to the pursuit of knowledge, they are usually weak and frail and thus unable to defend themselves with conventional weapons. At first glance, this may seem bad, but a high-level mage can devastate whole hordes of enemies with a single spell.

Tip

Do you know that spells can be interrupted? When casting a spell, don't give your spell-caster a new command until the incantation is complete. Interrupted spells are removed from memory as if the casting had been successful.

Mage Spells: Level 1

Armor This spell will lower your base AC to 6. If you don't have the Bracers of Defense, it's a good idea to always keep this spell memorized. If you know you're going into combat, try casting this spell and then resting so you can memorize a combat spell in its place. This spell is a must for multi-classed mages. When cast by a thief/mage or a fighter/mage with a high Dexterity and coupled with Blur, the caster's AC could go as low as -1.

Burning Hands Damage from this spell increases by 2 points per level, plus it does damage to more than one creature. At higher levels this spell becomes quite deadly. The drawbacks to this spell are that you have to come within melee range of your enemies and you can accidentally turn your own party members into crispy critters. Burning Hands is particularly useful to keep in reserve if your mage frequently spends time separated from the fighter and cleric "tanks" of the party. If you see a small squad of foes coming, move to a nearby corner and blast the enemies when they move in for a melee attack. Burning Hands is great for keeping trolls from getting back up once you've "killed" them.

Charm Person It is quite easy to charm low-level creatures and people with this spell, so use it early on in the game to create living shields while in combat. Creatures are increasingly more difficult to charm later on, so you might want to discard this spell for a more powerful version with similar effects, like Dire Charm. Because of the structure of early game combat, players will probably be better off using Sleep to neutralize groups of low-level enemies. The effects of Charm Person are most useful when they can be cast against a singular opponent with powerful melee attacks—ideally, more powerful than the attacks of his or her former allies.

Chill Touch If you're in need of a weapon quick, this spell will turn your hands into icy touches of death. The drawback of this spell is that you have to come within melee range to use it, which exposes your vulnerable mage to direct attack.

Chromatic Orb When Chromatic Orb is used, a colorful ball of magic is launched at your target. At low levels this spell is pretty useless, but you should definitely keep this spell in mind when you get to higher levels.

Color Spray This spell causes all the colors of the rainbow to spring from your hands, rendering your targets senseless. Although Color Spray is great for immobilizing a group of enemies, make sure your own party doesn't get in the way or you might end up all alone on the battlefield (Figure 4.1 shows this colorful spell in action). Another great personal defense spell, it can be used in a manner much similar to Burning Hands.

Friends For best effect, try casting this spell just before you talk to a merchant. You'll find that prices become a lot more reasonable. It's also great for pumping up your Charisma for Charisma-sensitive dialogue branches.

Grease When in tight corridors and tunnels, a well placed Grease spell between you and your enemies will bunch them up into nice tight groups. This makes them easy targets for an area effect spell like Fireball. When used against opponents that rely heavily on melee, Grease can also be a boon for the player with a number of missile weapons. Because enemies take so long to move through the area of effect, you can pepper them with arrows for a few rounds before they break free. If you combine this spell with casting Haste or Free Action on your own characters, you can turn the battle even more in your favor.



Figure 4.1:
Watch the pretty colors
twinkle. You're getting
sleepy, sleepy...

Tip

As you may already know, once bards rise to higher levels, their lore skill will be able to handle almost all item identification with little difficulty. Rest assured that a bard in the party can potentially allow your mages to memorize less Identify spells and more first level offensive and defensive magic.

Identify One of the most useful spells in the game, Identify lets you know the true identity of magic items you'll acquire on your journey. Keep this spell in memory and don't bother paying townspeople to do this chore for you.

Infravision When exploring in dark areas, this spell will help you spot your enemies by turning them a bright red. However, keep in mind that creatures who do not give off heat will not show up under Infravision. So always be on the lookout for sneaky undead.

Larloch's Minor Drain Not only is this a ranged spell, but it will drain your enemy's life force and add it to the caster's. This is a great way for your mage to heal up and help out in combat at the same time.

Magic Missile The most effective low level spell, by far, Magic Missile launches unerring bolts that strike the designated target for 1D4+1 damage. As you go up in levels, more missiles are fired for each spell cast, making this quite an effective weapon. Since this spell is instantaneous, you can often disrupt an enemy spell-caster with a well-timed shot. Keep in mind that what's good for the goose is good for the gander. Enemy mages love to employ Magic Missile on your characters. If your wizards are the targets of Magic Missile spells, remember that casting Shield prior to battle will negate those bothersome attacks.

Protection from Evil Anything that attacks you is considered evil with this spell, so feel free to use it any time you go into combat. As an added effect that may not be made clear in the game, this spell makes the target immune to spells like Charm or Dire Charm. It also lowers your AC by 2.

Shield Shield offers a little bit better protection than Armor, but the effects wear off sooner. Use this spell in conjunction with Protection from Evil to lower your base AC to 2. Also, your mages will find this spell quite useful when they're the target of Magic Missile, as it negates such attacks.

Shocking Grasp Think of it as the ultimate joy buzzer. When cast, this spell will always hit the target for 1D10 points of damage. The downside is that you have to get within touching range. In addition, because this spell doesn't scale with your character's level and is frequently negated by enemy immunities, mages might only find it useful at lower levels. Keep your options open for first level spells as you advance.

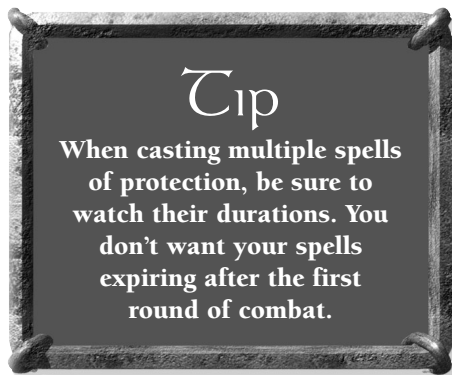
Sleep This is one of the better area effect spells, as it will stop a group of attacking creatures without affecting your own party. Once asleep, opponents can be easily dispatched one by one. Keep in mind that Sleep is typically only useful against small numbers of weak creatures. It is useless against undead and other powerful monsters.

Mage Spells: Level 2

Agannazar's Scorchers For best effect, cast this spell towards the back of a group and then move to one side to catch as many foes as you can in the stream of fire. This spell will hurt friend and foe alike, so be careful. Agannazar's Scorchers requires the caster's full attention. This is not a spell to cast when enemies are within melee range of the caster, as he or she will be unable to defend himself or herself until the spell ends.

Blindness A blind opponent is a dead opponent. This spell reduces the effectiveness of enemies, making them much easier to dispatch. When cast on oneself, this spell will negate the effects of the umber hulk's confusing gaze.

Blur This spell reduces your AC by 3. When combined with other conjurations like Shield and Protection from Evil, Blur can lower your AC to the point where it would be extremely difficult for someone to lay a finger on you.



Decastave *New* Some monsters are immune to normal attacks. When you run out of attack spells and don't have a magical weapon, cast Decastave to create a magical staff to aid you. Because Decastave can also give Hit Points back to the wielder, it can be a blessing when your mage is pressed into melee combat.

Detect Evil Not everyone who is evil will attack you outright. Try casting this in a crowded room to check for undesirables. Sometimes it's good to know if the person you're dealing with is on the up and up or more likely to stab you in the back when you're not looking.

Detect Invisibility Always have this spell memorized by at least one member of your party, as a foe with this ability can quickly decimate your party. Detect Invisibility will reveal all invisible creatures on a map. If you suspect there might be some unseen creatures lurking about, cast this spell before you search an area.

Ghoul Touch You're able to hold a foe for five rounds with this spell that gives you the life draining powers of the undead. Touch an enemy after casting this one and then let your fighters hack him to death.

Horror Sometimes battles just get out of hand. When the tide of battle shifts and it looks like you might be overrun, cast Horror to make your enemies flee in terror. Be warned, the undead fear nothing.

Invisibility Invisibility allows you to scout ahead and check out any enemies that might be waiting to ambush you. This spell is also good to cast on thieves with a less than stellar stealth skill. Invisible thieves receive the same backstab bonus as if they were using their stealth skill. Feeling particularly dishonorable? Cast Invisibility on yourself after using Animate Dead or a Monster Summoning spell. You can then escort your party of monsters all over the map with little fear of reprisal.

Knock If you find a stubborn lock that your thief can't pick or your fighter can't bash, use this spell to magically unlock it. Try to keep one on hand at all times.

Know Alignment Much like Detect Evil, this spell is a precautionary measure that will determine the alignment of a specific creature. When you suspect you're being played for a fool, cast Know Alignment to determine if the person you're dealing with is on the up and up.

Luck Although Luck is not listed as one of your basic stats, all creatures have it. It helps swing the outcome of many situations to your favor. If your party members are having trouble using their skills, cast this on them to improve their chances of success.

Melf's Acid Arrow A nice alternative to Magic Missile, Melf's Acid Arrow is a magic bolt that will always strike its target. And like Magic Missile, this spell increases in strength as your mage levels up. The downside is that the extra damage is spread out over a period of time as the acid does its work. This spell can be an excellent counter to enemy spell-casters. A quick shot with Melf's Acid Arrow insures that clerics and wizards will be unable to cast spells for at least two rounds. It's also a terrific way to finish off trolls.

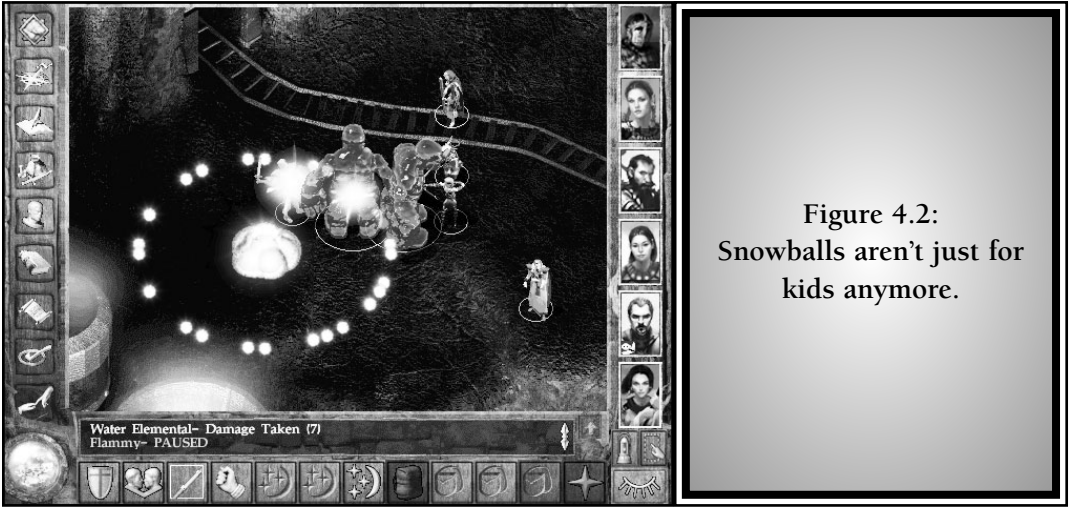
Mirror Image This spell is great for reducing damage to your mage. For every reflection, your mage is able to shrug off a hit from any source. It's like becoming invincible for a short period of time. And when Mirror Image is used in conjunction with Stoneskin, mages become virtually impervious to attacks. It's highly recommended that you memorize a few of these handy spells. Here's some info that isn't listed in the spell description in the manual:

Levels 3-5	2 Reflections
Levels 6-8	4 Reflections
Levels 9-11	6 Reflections
Levels 12-14	8 Reflections

Protection from Petrification If you find your party members turning into statues, cast this spell to counter the effects.

Resist Fear Sometimes creatures are able to instill fear into your party members, making them run away uncontrollably. To counteract this, at least two different party members should have Resist Fear at all times. If you're lucky, at least one of the two will be able to resist the fear naturally through a saving throw and then be able to cast the spell.

Snilloc's Snowball Swarm **New** Who would have thought that a snowball (though it's not just any snowball—see Figure 4.2) could do so much damage? Snilloc's Snowball Swarm works much like Fireball and is indiscriminate as to who or what it damages. For a level 2 spell, this is a great way to reduce the numbers of attacking enemies. For greater effect, get your targets to bunch up into a tight group by first casting Grease, Web, or Stinking Cloud.



Stinking Cloud Use Stinking Cloud in much the same way as you would Grease. Block narrow corridors and tunnels with this spell to get enemies to bunch up and then fire off a nice area effect incantation to finish them off. It can also be used to temporarily hinder enemy archers, giving your fighters a chance to battle unmolested. Additionally, it can be used in conjunction with Animate Dead to immobilize opponents and then finish them off with skeletons, who are impervious to the cloud's effects.

Strength Cast this spell on your fighters just before a battle to give them a little boost. Remember, the higher your strength, the more damage you'll do in hand-to-hand combat. Here's what kind of bonuses you can expect. Keep in mind this spell will not increase your strength past 19 and will not decrease your strength if you have a strength over 19.

Unless you have a high number of characters with Strength above 18/76, the third level priest spell Strength of One will eventually replace it as a powerful pre-combat spell. Keep this in mind so your mages can memorize more offensive or defensive second level spells as the party advances.

Priests	+1D6 Strength
Thieves	+1D6 Strength
Fighters	+1D8 Strength
Mages	+1D4 Strength

Vocalize Vocalize allows you to cast spells that require a spoken incantation to activate. This is a great counter to Silence. Unfortunately, you can't cast this spell while magically silenced.

Web Thanks to its large area of effect and long duration, Web enables you to quickly snare large hordes of monsters. Finish the trapped foes off with missile weapons or a Fireball spell or two.

Mage Spells: Level 3

Dire Charm A slightly more powerful version of Charm Person, this spell has a greater chance to succeed, as there are no penalties to the saving throw. Cast it to make turncoats out of your enemies and have them draw enemy attacks away from party members. Like Charm Person, Dire Charm is most effective when cast against an enemy with powerful melee attacks.

Dispel Magic Dispel Magic has the ability to remove the magical effects of spells and potions. Be advised that casting this spell will remove all such effects from an area whether they are beneficial or not. With careful planning, however, you can use it to remove the magical defenses of an enemy mage.

Fireball You don't want to be caught within the blast radius of this spell or you'll end up as a crispy critter. Try using the stealth option of your thief to scout out an area first. When you find a group of monsters, cast this spell in their midst for an incinerating effect. Be careful not get too close or the monsters will charge and move out of the range of the spell before it can be cast.

Remember that you can also cast this spell "short" or "far" of targets. For various reasons, it's often to your advantage to drop Fireballs in front of or behind the bulk of your enemy's force. In some cases, when you're having trouble catching all of your enemies in one cluster, send out two fighters to draw enemies around them. When the grouping occurs, hit the area with a fireball. Your fighters, if healthy, will almost certainly survive the blast. Enemies will usually be so weakened by the attack that your fighters can make short work of them.

Flame Arrow Very similar to the spells Magic Missile and Acid Arrow, this incantation launches a fiery arrow that never misses its target. Cast it from behind other party members to toast your opponent. Unlike Acid Arrow, Flame Arrow does all of its damage in one, concise strike. It can be very effective against trolls.

Ghost Armor Kind of a beefed up Shield spell, Ghost Armor lowers your Armor Class to 3. Missile weapons, however, are not affected by the adjusted AC. It doesn't last as long as Shield, so cast it the instant before it's needed.

Haste Haste will double the movement rate of your party members. Cast it just before or during a battle to quicken their attacks. And don't worry, this spell only affects members of your party, so there's no chance of accidentally turning enemies into double-attacking demons. When combined with the third level priest spell Strength of One, Haste can be a quick and cheap boost for all of your front-line fighters and clerics.

Hold Person Turn a raging foe into a helpless victim by enchanting him with this spell. This can come in handy when you need to immobilize an enemy spell-caster, or just want to thin out the ranks of the opposition a bit.

This spell is one of the most dangerous in the game. Unfortunately, it's usually most effective when cast by the enemy. When you see an enemy start to cast Hold Person, it's in your best interest to hit the caster with a Magic Missile or quick arrow shot as soon as possible. Have your fighters then close with the caster to prevent more Hold Person spells from being cast. Also, make sure you have plenty of time before you cast this spell. Its long casting time leaves the mage vulnerable to interruption for a lengthy period.

Icelance *New* Icelance does a whopping 5D6 of cold damage and the target does not get a chance to save against damage. In addition, if the damage doesn't kill the foe outright, he has to make a save vs. spell or be stunned for 3 rounds. This will provide enough time for your fighters to move in for the killing blow.

Lightning Bolt One of the best offensive spells in a mage's arsenal, Lightning Bolt hurls a blast of charged electricity at your foes. For best effect, cast it in tight corridors so you can bounce the bolt off walls and back through your target for extra damage. Be careful not to accidentally bounce the lightning bolt back at you or through party members, though.

Monster Summoning I This is the weakest of the summoning spells. With it you can summon up to two creatures that can be commanded to fight for your party. The creatures are randomly selected and they can be any combination of a fire beetle, goblin with bow, or goblin with axe. While not the most ferocious of allies, they'll at least specialize in drawing enemy fire. Remember to cast it before any party protection spells. This way your summoned friends will gain the benefits of these spells also.

Tip

Summoned creatures make poor scouts. Although you can control these creatures, you cannot see through their eyes and thus they must remain in visual contact for you to control them.

Non-Detection Use this spell to prevent detection by magical means. Spells such as Detect Invisibility and Invisibility Purge will no longer have any effect. Non-Detection is best used in conjunction with Invisibility to prevent premature detection.

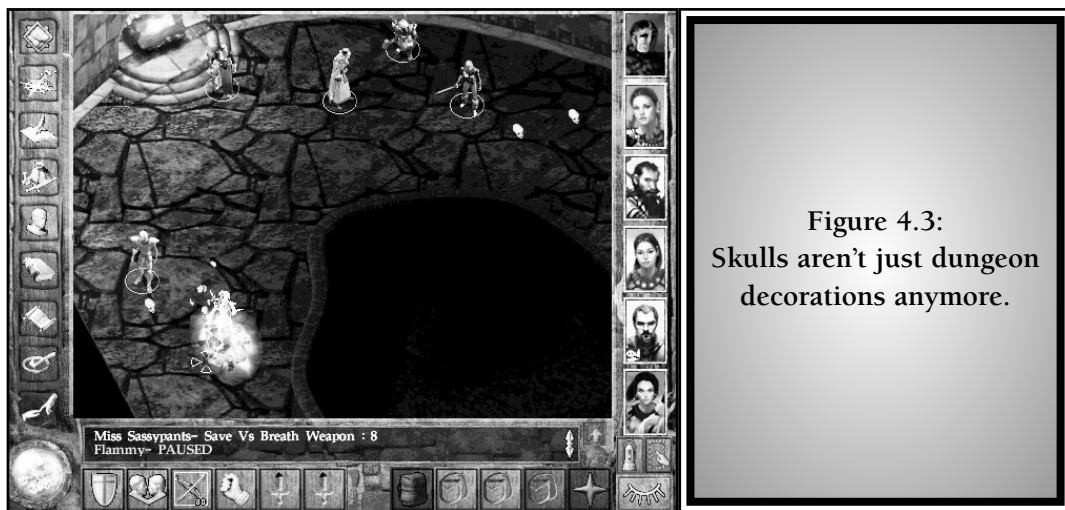
Protection from Normal Missiles When used, this spell offers complete protection from any non-magical missile weapon. Before wading into enemy fire, make sure that the weapons they are using aren't magical in nature, as magically enhanced weapons will still penetrate the shield.

Skull Trap This rather gruesome enchantment lets you set deadly exploding skulls in the paths of your enemies (see Figure 4.3). Be careful that you don't block any routes you might need to use later on. This spell can also be cast directly on a target for explosive effects.

Slow Use Slow to severely hinder enemy monsters. Wait until creatures are bunched up and then throw this spell into their midst for great effect. It only affects enemy creatures, so don't worry about slowing down party members. When cast in conjunction with Haste

or Grease, this spell can dramatically change the course of a battle. It is most effective against creatures with a high number of melee attacks.

Vampiric Touch This spell drains the life force of living creatures and adds it to your own. Since you have to go within melee range to use it, cast Sleep or Hold Person to immobilize your enemy first and then drain their life force at your leisure.



Mage Spells: Level 4

Belty's Burning Blood *New* Using this spell gives a whole new meaning to the term, "hot blooded." When used, Belty's Burning Blood causes the target's blood to burst into flame. It is very effective against enemy spell-casters because it causes automatic damage over a number of rounds. This continually prevents them from casting spells.

Confusion Confused creatures will often wander around aimlessly or attack the nearest creature. Try casting this spell and then standing back to watch the results, which typically involves the enemy slaughtering one another. You can pick off those that don't with your bowmen or spells.

Dimension Door When escape is your top priority, use Dimension Door to magically transport the party out of harm's way. Be sure to have one memorized before going into large-scale battles against tough foes. Because this spell is so fast, you can also use it to get your mage away quickly after using him or her as a lure to bait enemies.

Emotion: Courage *New* This enchantment packs great bang for the buck and comes in handy before tough battles. Gather your party into a group and then cast this spell for some added punch to their combat skills.

Emotion: Fear *New* Cause enemy monsters to tremble at the sight of you by casting this spell. Monsters will flee in terror when successfully ensorcelled. Remember to move friendly party members out of the way or they'll end up running with the rest of the monsters.

Emotion: Hope **New** With hope, anything is possible. Cast Emotion: Hope in conjunction with other group spells such as Prayer, Protection from Evil, Chant, or Bless and it will make your party nearly unstoppable.

Emotion: Hopelessness **New** What is life without hope? When successfully cast, Emotion: Hopelessness will cause anyone within the area of effect to stand motionless. It's a lot easier to dispatch a target when the target stops trying to dodge your blows. Use it to take spell-casters out of the fight.

Warning

Because of the relatively long duration of Ice Storm, make sure you can keep track of your characters. Every once in a while, enemies or allies might shift positions in an undesirable way over the course of the spell's duration.

Greater Malison This spell lowers a creature's saving throw by 2 points. If you find that certain opponents keep shrugging off spells because they made their saves, cast this spell on them first and then try again.

Ice Storm **New** Add Ice Storm (see Figure 4.4) to your arsenal if you want to bombard an enemy horde with shards of ice. Remember to group your targets with the use of other spells and to move any friendly troops out of the way before casting.

Improved Invisibility As you might expect, this spell is an enhanced version of Invisibility. While you still give away your presence by attacking an enemy, you get to keep some hefty bonuses for the duration of this spell. Like Invisibility, this spell is also great for scouting out an area unseen.



Figure 4.4:
Hell freezes over for
these unlucky souls.

Minor Globe of Invulnerability Minor Globe of Invulnerability creates a magical sphere around the caster that keeps out level 1–3 spells. Use this to counter annoying spells cast by novice mages. It's also great for removing skull traps without taking damage. A terrific and incredibly annoying use of this spell involves dropping Fireballs and Snilloc's Snowball Swarms at the caster's own feet.

Monster Summoning II Summon a horde of monsters to help fight your foe. Call these monsters before a battle and include them in any protective spells that you would give your party. Then send them in to weaken the enemy. Or instead of risking a valued party member, try using these creatures to lure attackers into a trap. This spell can summon up to two bombardier beetles, goblin elite with bow, or a goblin elite with axe.

Otiluke's Resilient Sphere This spell creates an impenetrable barrier around the target, protecting it from all damage. Use it in times of need to protect badly injured party members and then blast the area around them with an area effect spell like Fireball to eliminate enemies. Before you cast Otiluke's Resilient Sphere, make sure you're not planning on retreating any time soon. If you leave your character behind in the sphere, he or she may be in a great deal of trouble when it expires.

Tip

Never equip or use an item that has not been properly identified. You never know when it might be cursed. Just find a safe place to rest and use your Identify spell as soon as possible.

Remove Curse If you find yourself with a weapon or item that you just can't get rid of, cast Remove Curse. Keep this spell in your book for emergencies.

Shadow Monsters This spell shapes material from the Demiplane of Shadow into illusionary monsters. Although these creatures are illusionary, they do very real damage. The spell-caster may summon one creature per round until he has called enough creatures whose total experience levels are equivalent to his or her own. Shadow Monsters makes it possible to summon various shadow forms of a goblin with axe,

lizard man, or troll. Although you can only summon one creature at a time, those you do summon tend to be of higher levels than earlier monster summoning spells. And if you're lucky you might be able to form a shadow troll which can regenerate itself like normal trolls.

Spirit Armor Better than lower level armor spells, Spirit Armor taps into the life force of the user as its source of power. When the spell ends, be prepared to lose some Hit Points. Since mages have such low HP you really have to ask if the benefits outweigh the danger.

Stoneskin **New** As far as defensive spells go, this is a pretty powerful enchantment. When used, Stoneskin deflects all damage from normal weapons. Mirror Image, which will block all damage from any source, whether it's magical or mundane in nature, might give you better results, though.

Mage Spells: Level 5

Animate Dead This spell will animate 1–6 skeletons or zombies to do your bidding. Unlike other summon spells, these creatures will stay until destroyed. Also, since they're undead, they won't suffer the effects of fear spells or become demoralized.

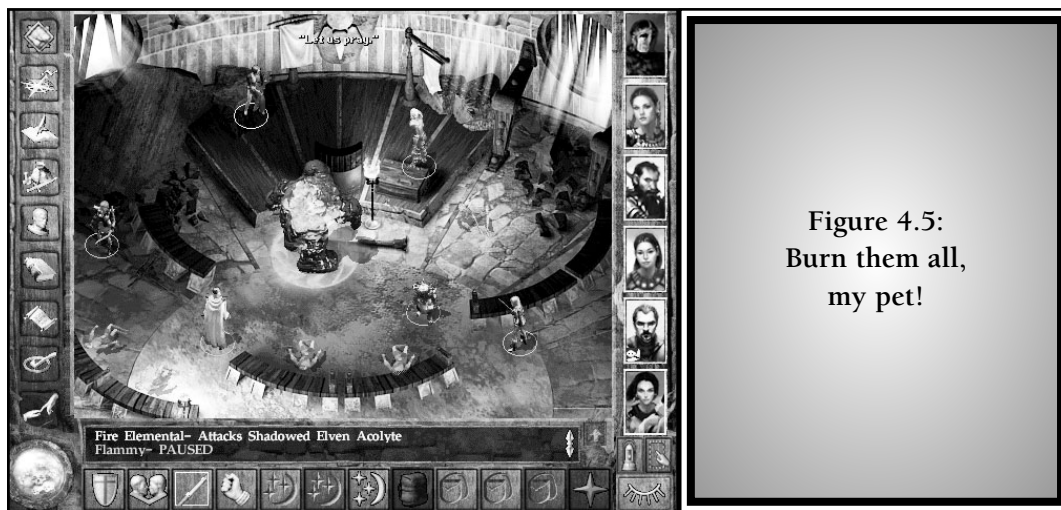
Chaos Slightly more powerful than Confusion, Chaos befuddles enemy creatures. Since it only affects hostile creatures, you can cast this without fear of accidentally enchanting friendly troops. Chaos is best used to disengage from an attacking enemy.

Cloudkill A great spell when used in combination with Grease, Cloudkill can produce satisfying results. Lure your intended targets into the greasy trap and then cast Cloudkill over the area. If the spell doesn't slay your foes outright, the cloud of deadly gas will slowly poison them to death. Another good mage-killer, Cloudkill does damage over time. Even though the damage isn't incredibly great, it can disable spell-casters for its duration.

Cone of Cold *New* Cone of Cold directs a freezing blast of cold towards your enemies. Those that survive are severely damaged; those that don't are turned into ice statues.

Conjure Earth Elemental *New* Cast this to summon a mighty earth elemental to fight by your side. If your mage is level 12 or lower, you will be able to summon a 12D8 hit die earth elemental. If your mage is level 13 or higher, you'll be able to summon a 16D8 hit die earth elemental. As you can see from those numbers, these elementals can withstand a lot of punishment. Summon one or more of these in fierce battles and watch them tear through your enemies.

Conjure Fire Elemental *New* This spell is like the one previously discussed, only it calls forth a fire elemental. Use it only against creatures that are susceptible to fire damage (Figure 4.5 shows this flaming ally at work). Stats of the fire elementals called by this spell are identical to those listed in the Conjure Earth Elemental listing. Since these walking incinerators are from the elemental plane of fire, they are of course immune to any kind of fire damage.



Conjure Water Elemental *New* And yet another type of elemental you can summon. Stats of the water elementals called by this spell are identical to those listed in the Conjure Earth Elemental listing.

Demi Shadow Monsters This spell is essentially a stronger version of Shadow Monsters. With it the spell-caster can create more believable illusionary monsters, resulting in the summoned creatures being better able to fool its enemies and thus inflict more damage.

Using this spell you can create shadow versions of a goblin elite with axe, tough lizard man, or verbeeg.

Domination A very powerful spell of control, Domination causes the target to follow your every command. Try casting Greater Malison on your target before attempting to use this spell, as it will increase your chance of successfully bringing that creature under your control.

Feeblemind Inflict Feeblemind on an enemy mage and you'll make him a gibbering idiot who can no longer cast spells. If possible, cast Greater Malison first to increase your chances of success.

Hold Monster Similar to Hold Person, this spell will hold any creature when successfully cast. In addition, this spell will not affect party members. To tip the scales in your favor, try casting this when the enemy has clustered around your fighters.

Monster Summoning III A slightly more powerful version of Monster Summoning II, this spell allows you to summon up to four of the following creatures: boring beetle, ghoul, huge spider, neo orog, or tough lizard man. Remember the ghoul can paralyze an enemy and the huge spider can poison its target. These make for great allies against living opponents.

Shroud of Flame **New** Having your body burst into flames can't be a good thing. Cast this into a group of undead and watch their dried up bodies burn like kindling. Be sure to have a few of these spells memorized for places in the game where you'll encounter a lot of undead opposition, like the Vale of Shadows (see Chapter 7: The Vale of Shadows for more). Shroud of Flame also works wonders on those pesky regenerating trolls.

Summon Shadow **New** For every three levels of the caster, Summon Shadow can call forth an otherworldly shadow to do your bidding. These shadows carry all the immunities of the undead and can also drain Strength from their living opponents. Summon shadows to go after mages who are casting mind control spells like Charm and Hold Person.

Mage Spells: Level 6

Anti-Magic Shell **New** This spell prevents all magic from working within the confines of the shell. Use Anti-Magic Shell and then try to get enemy spell-casters to concentrate their magic on you (remember that enemy troops usually attack the closest target or the first person who attacks them). A few well-placed throwing daggers from a mage should get their attention.

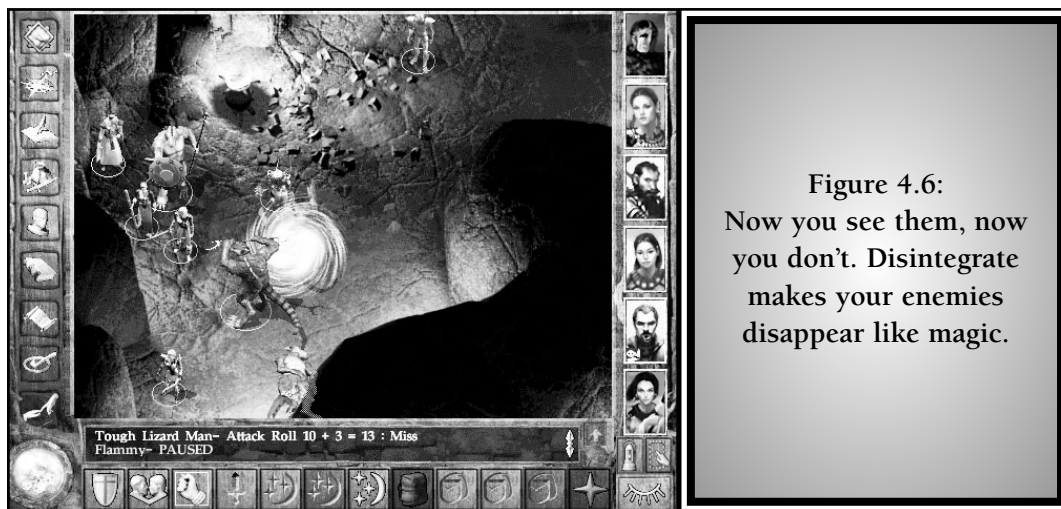
Chain Lightning **New** This powerful spell creates a bolt of lightning that seems to have a mind of its own. Upon creation, the lightning bolt will jump from the target to the nearest creature. So keep your party at a distance and safely watch the fireworks. Try using the potion of absorption to prevent getting zapped.

Death Fog **New** This spell has it all—a large area of effect, it slows down the target, and it deals damage at an ever-increasing amount with each turn. Death Fog is great for wide open battlefields. For best effect, line up your fighters just at the edge of the fog and have your archers fire into it. This way the monsters will lose Hit Points every round from the

fog in addition to your melee and ranged attacks. Because the damage of this spell increases over time, it's in your best interest to keep enemies stewing in it as long as possible. Couple Death Fog with Grease or Slow to pronounce a death sentence on melee-driven opponents. Also, remember that, unlike Cloudkill and Stinking Cloud, Death Fog does acid damage. Everything in the game is vulnerable to acid.

Death Spell *New* A truly powerful and useful spell, the Death Spell is able to instantly slay opponents within a 30' cube. Cast it whenever and wherever you want, because it will only affect enemy creatures. Be warned, this spell has no effect on the undead.

Disintegrate *New* Disintegrate will slay any creature that doesn't make its saving throw. This includes the undead. Although not as wide-ranging as the Death Spell, Disintegrate (Figure 4.6) is great when you're up against the tougher foes in the game. Remember to use Greater Malison first to increase your chances of success. Affected creatures will drop all their treasure before being fully disintegrated. Because of their horrible saving throws against spells, thieves and fighters are particularly vulnerable to Disintegrate.



Flesh to Stone *New* Like the spell's name says, it turns anybody you target into a statue. Creatures that are stoned will be turned into statues, which will then crumble away to dust. If one of your party members is the unfortunate recipient of this spell, cast the counter spell, Stone to Flesh, to revive them. If your mage was stoned, use the aid scroll, Stone to Flesh, to revive him. The aid scroll can be used by all.

Globe of Invulnerability *New* Try casting this spell right before letting loose with area spells of mass destruction. As long as the spells are level 4 or less they'll bounce right off the globe. The same tactics that apply to Minor Globe of Invulnerability also apply to Globe of Invulnerability. Feel free to cast Ice Storm right on top of your own head without fear.

Invisible Stalker *New* This spell summons a creature from the elemental plane of air. Being a formless and shapeless creature, the invisible stalker is a deadly adversary. For the

most part, this entity is invisible; the only indication an enemy has of its presence is the slightest hint of shadow. As you can see, this makes the invisible stalker an extremely hard target to hit.

Lich Touch *New* Paralyze your victim with the cold touch of the lich. Needless to say, this spell has no effect on the undead. Lich Touch also infers some of the immunities of the lich onto the caster. Spells that paralyze, hold, or cause fear will not affect the caster for the duration of the spell. This spell comes in handy when there are spell-casters wreaking havoc on your party.

Monster Summoning IV *New* Casting this spell summons up to four ghosts, ogres, or yetis to fight in the party's defense. These creatures are tough and make for great shields for your party. Use them to clear out groups of lesser foes or soften up dangerous enemies.

Otiluke's Freezing Sphere *New* Otiluke's Freezing Sphere does a tremendous amount of cold damage. Unless your target saves against this spell or has a high cold resistance, the creature will more than likely perish and forever remain an ice sculpture.

Power Word Silence *New* Not quite as far reaching as Silence, this spell is 100% effective and will silence one creature for 2 rounds. It's great for shutting down spell-casters, but because it doesn't last long, be sure to take them out within the next 2 rounds. This means you can cast two spells within that period. Because of its extremely fast casting time, this spell is almost guaranteed to neutralize mages before they can attack.

Shades *New* A slightly more powerful spell than Demi Shadow Monsters, Shades allows you to create illusionary goblins with axes, tough lizard men, trolls, or umber hulks.

Stone to Flesh *New* This spell reverses the effects of Flesh to Stone. This spell comes in handy if one of your party members is turned to stone.

Tenser's Transformation *New* Use Tenser's Transformation in combination with Lich Touch or Mordenkainen's Sword to become a lethal killing machine. Be warned, you lose the ability to cast spells when under this enchantment.

Mage Spells: Level 7

Due to the level cap, your mage will never exceed level 14. This will prevent you from ever being able to memorize and cast level 7, 8, and 9 mage spells so never scribe these spells into your spell book. Fortunately, you can still cast them directly from the scrolls.

Acid Storm *New* Cast this into a room of enemy creatures and then run away. By the time you come back, everyone should be dead or severely injured. Use it in conjunction with an advance scout to eliminate large groups of enemies. Because it does acid damage, Acid Storm is almost always effective against every enemy in the game. However, when the spell is cast, understand that it takes a while for the acid to build to its damage potential. This spell can rarely end a combat quickly.

Finger of Death *New* More powerful than Disintegrate, Finger of Death will still inflict damage even if the target makes a successful save. Unlike Disintegrate, however, Finger of Death is not effective against the undead.

Malavon's Rage **New** Malavon's Rage (see Figure 4.7) is a secret spell that you can only learn from Malavon in the game. It causes 20D4 points of piercing damage to anyone within a 15' radius of the caster. Because the caster is at the center of the spell, all damage is escaped. This spell can be especially effective against creatures with a lot of resistance to standard elemental forms of attack. Here are the stats:

School	Evocation
Range	0
Duration	Instantaneous
Casting Time	1
Area of Effect	15' radius centered on the caster
Saving Throw	Save vs. spell for half-damage
Location	On Malavon



Mass Invisibility **New** When battle is the last thing on your mind, cast Mass Invisibility to make your whole party vanish. You can also use it to set up your party for best effect before beginning a battle. Remember that non-offensive spells don't lower the veil of invisibility, so be sure to boost your party with spells like Shield and Bless before rushing to attack.

Monster Summoning V **New** This spell allows the caster to summon up to four giant spiders, ju-ju zombies, minotaurs, or verbeegs.

Mordenkainen's Sword **New** For devastating effect, try casting Mordenkainen's Sword in combination with Tenser's Transformation. You'll end up with an unstoppable killing machine who will have the ability to do two ranged melee attacks per round at the same fighting capability as a fighter of the same level as the mage. Casting or using items that would cause the user to do extra damage or have a greater chance to hit can enhance this even further. Extra damage from strength is not factored into the damage of the sword's attack. Also, remember to cast Tenser's Transformation last, as you'll lose the ability to cast for the duration of Mordenkainen's Sword.

Power Word, Stun *New* This spell's effects are based on the target's current Hit Point total. As a result, Power Word, Stun is very effective for weaker creatures. For larger foes, this spell is all but useless unless you can get that creature's Hit Points below 90.

Prismatic Spray *New* Prismatic Spray is very similar to Color Spray, but carries more destructive effects. Make sure that party members stay out of its way, as all creatures within range are affected.

Mage Spells: Level 8

Incendiary Cloud *New* Great gouts of smoky hell burst forth to engulf friend and foe alike when Incendiary Cloud is cast. This spell is good for disrupting spell-casters, but not much else. If you're feeling especially lucky, you can cast this spell at your own feet and retreat after sending your enemies a farewell Grease or Slow spell. Opponents will be stuck in the cloud as it flares over and over again.

Mind Blank *New* A blank mind is one that can't be controlled, so the incantation of the same name provides immunity from all spells that cause the player to become berserk, charmed, panicked, intoxicated, confused, held, or feebleminded. It is most valuable to use when fighting other mages who might use Charm and Dire Charm spells against the party.

Monster Summoning VI *New* Monster Summoning VI can summon up to four of the following creatures to die for your party: carrion crawler, phase spider, frost salamander, salamander, troll, and yuan-ti elite. You really can't go wrong when using it, as all of the creatures you can invoke are helpful in just about any fight.

Mage Spells: Level 9

Monster Summoning VII *New* When cast, this spell will summon up to four boneguards or umber hulks. Both are very capable of stomping most of the enemies in the game.

Power Word, Kill *New* Don't bother using Power Word, Kill on the toughest foes, as saving throws give it a lower chance of succeeding. Instead, use it to kill off the baddie's bothersome henchmen and fight him directly.

Priest Spells

Granted by higher powers to their most faithful followers, priest spells are considered a direct extension of a deity's will. For the most part, these spells are defensive or curative in nature and are mostly designed to defend or protect the faithful. They are granted a limited number of offensive incantations that carry great destructive capability, however. Unlike mages, priests don't have to spend time studying to gain their powers and are thus able to train in armed combat to fight for their beliefs.

Priest Spells: Level 1

Bless Try keeping Bless memorized and cast it for bonuses just before a battle. They might not seem like much, but when you combine them with other group spells like Chant, they quickly add up. Since most people try to rest after each battle, you should definitely cast this before every battle.

Tip

Try to cast only one protective spell per spell-caster and try to cast them all within the same round. In this way you'll get the maximum benefits from each spell.

Command Word: Die Command Word: Die will work on any type of creature. Those with more than 6 hit dice receive a chance to throw off the spell if they make their save vs. spells roll. As the spell only lasts for one round, it's best for temporarily taking out a creature using ranged attacks and giving your fighters a chance to close in without getting riddled with arrows. It's also useful to stop fleeing creatures in their tracks.

Cure Light Wounds A good cleric will have several of these spells memorized at all times. They're vital for healing party members during combat and for speeding

up the healing process while camped. When your cleric gets access to the second level spell Cure Moderate Wounds, you may want to consider dropping a few Cure Light Wounds for other first level spells.

Curse *New* Curse is an effective spell to use in combination with enchantments that allow the target to roll a saving throw. Don't worry, it only affects enemy creatures and is always successful. To further increase this spell's usefulness, try casting it in combination with the mage spell Greater Malison.

Detect Evil A priest's Detect Evil spell works exactly the same as the mage spell of the same name.

Entangle This spell is very similar to the mage spell, Web. Use Entangle (see Figure 4.8) to stop attacking creatures in their tracks. Then either use your archers to finish them off or cast a nice destructive area spell like Fireball into the mob. Be aware that enemy creatures can still attack when held. Entangled foes can even cast spells and make ranged attacks.

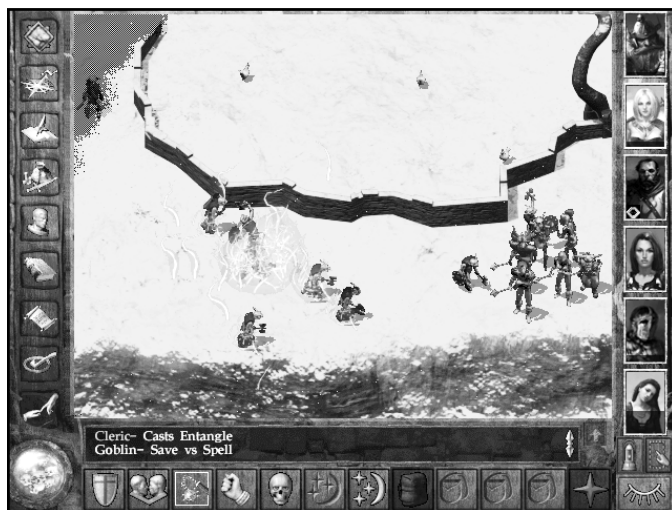


Figure 4.8:
This is one garden that
needs some serious
pruning.

Magical Stone Magical Stone is a very good attack for a first level spell that is especially effective against the undead. Unfortunately, the casting time isn't competitive with the mage's Magic Missile, so be sure you have enough time to cast the spell before committing to it.

Protection from Evil This spell works similarly to the mage spell of the same name.

Remove Fear A handy spell to have around, you should always have at least two people in your party that are ready to cast Remove Fear. This will increase your chances of countering a fear attack.

Sanctuary This spell has an unusual property. If you cast it on yourself and then walk into a group of enemy monsters, they will cluster around and follow you provided that your party members do not attack them. Use this spell to lead the enemy into ambushes and traps, but remember that it doesn't last very long at lower levels.

Shillelagh Shillelagh creates a magical cudgel for the priest to use. It's generally only good if you don't have a better weapon, as the cudgel does just 2D4 of crushing damage. It also has a weight of 3, a speed of 4, and uses the mace weapons proficiency.

Priest Spells: Level 2

Aid It is possible to combine Aid with Bless and Chant, as well as wizard protective spells, although the limited duration for low level priests makes this difficult to accomplish. Use all of the different protective spells at higher levels to make at least one of your party members a super fighter for a limited time. If you want to maximize the effect of clerical protective spells, have two priests in your party and simultaneously cast different cumulative spells from round to round. In this way, you minimize the lag between protective spells and consequently get a longer synchronized duration.

Barkskin At higher levels, Barkskin is useful to cast on those party members restricted to wearing leather armor or robes. Cast it at the right time to get a thief or a mage through a tough battle.

Tip

Remember, most protective spells' effects are non-cumulative and multiple castings will not double the effects of the spell. Don't let this stop you from casting other protective spells to get nearly the same effect as a multiple casting.

Chant For that extra bit of protection, cast Chant before going into battle. Just be advised that the movement of the caster is halved and he will no longer be able to cast spells. Also, enemy creatures do not receive penalties unless they are within range of the spell at the time of casting.

Charm Person or Mammal This spell functions much like the mage spell Charm Person, except that it allows you to charm animals as well.

Cure Moderate Wounds *New* A stronger version of Cure Light Wounds, this incantation

heals more damage when cast. Healing spells are always welcome, so you should pray for as many castings of this spell as you can. Because of the limited usefulness of Hold Person, especially near the Vale of Shadows, your third level clerics and druids will probably find this spell to be their best ally.

Draw Upon Holy Might Cast Draw Upon Holy Might (see Figure 4.9) right before a battle to help give your cleric an edge. If you're willing to accept a trade off at lower levels, this spell can be used to raise a fighter/cleric's typically sub-par physical stats to extremely high levels.



Find Traps Find Traps is a good alternative to using a thief's skills. When cast, it will check for traps every seven seconds until the spell expires.

Flame Blade This spell creates a fiery blade that has a weight of 0 and a speed of 2. The damage varies depending on whether the creature being attacked is vulnerable to fire or not. Since this is considered to be a sword, the large sword proficiency is used. Flame Blade is particularly effective against the undead, so you may find it useful in the Vale of Shadows.

Goodberry Use this spell to create magical berries that will heal you when used. They're a good way to store your priests' healing powers. Be careful not to wait too long before using, however, or else the berries will rot away.

Hold Person Hold Person functions in the same way as the third level mage spell of the same name. As stated earlier, because of its reduced effectiveness around the Vale of Shadows, your characters may be better off using Cure Moderate Wounds in their second level spell slots.

Know Alignment This spell works the same as the second level mage spell of the same name.

Resist Fire and Cold Resist Fire and Cold comes in handy when facing a creature that uses cold or fire to attack. When taken with a potion of fire resistance and a potion of cold resistance, you become completely immune to normal fire- and cold-based attacks.

Silence 15' Radius One of the best spells to use when taking on enemy mages, Silence 15' Radius prevents any spellcasting in that area. Be careful where and when you cast this spell, however, because it doesn't distinguish between friend and foe.

Tip

Try carrying at least two antidotes on each party member at all times. This will eliminate the need to memorize spells like *Slow Poison* and *Neutralize Poison*.

Slow Poison This spell will slow the effects of poison and is helpful to have on hand when adventuring through spider-infested areas of *Icewind Dale*. While fighters and clerics might be able to survive a poisonous attack, thieves, bards, and wizards are very vulnerable to the damage that poison does over time. Also, remember that a poisoned cleric will find it almost impossible to cast *Slow Poison* or *Neutralize Poison* on himself or herself. If you find antidotes, be sure to give them to clerics.

Spiritual Hammer The best hammer you'll be able to summon is a +3 one at level 13. By level 13 you should already have a hammer of this quality or better, so this spell is essentially useless. The summoned hammer has a weight of 0, speed of 2, and does not factor in strength to the damage caused.

Priest Spells: Level 3

Animate Dead This spell is identical to the fifth level mage spell *Animate Dead*.

Call Lightning This is one of your first truly destructive priest spells. When used, it calls down lightning from the heavens to strike your target. About every 20 seconds thereafter for the duration of the spell, another bolt of lightning will strike a nearby enemy target. Use *Call Lightning* when taking on a group of foes.

Cure Disease **New** The undead are notorious carriers of disease. Disease in the game comes in many different forms. Sometimes it'll just drain your Hit Points, much like poison. Other times it can sap your strength or reduce your THAC0. As its name implies, *Cure Disease* can cure all forms of disease. When entering an area such as the Vale of Shadows, prepare yourself by memorizing this spell. You won't regret it.

Dispel Magic Effects of the priestly *Dispel Magic* are identical to the third level mage spell of the same name.

Glyph of Warding Similar to the mage spell *Skull Trap*, *Glyph of Warding* places a magical ward on a specific area or container. This spell only affects one creature and has a long casting time. So unless you plan on trapping a container or wish only to hit a single creature, it's more effective to use *Skull Trap* (if available).

Hold Animal *Hold Animal* affects normal animals, such as bears, squirrels, and wolves. Animal-like monsters such as wyverns and ankhegs do not count as animals for the purposes of this spell.

Invisibility Purge Contrary to the spell's description, *Invisibility Purge* will reveal any monster or creature on the entire map, but does not prevent that creature from recasting the spell. It also reveals hidden people, such as thieves who are using their *Hide* in Shadows skill.

Miscast Magic Make sure to use this only on enemies who are using mage spells. Those casting priest spells will be unaffected. Miscast Magic increases the chance for a mage to botch the spell he is casting to 80%.

Prayer *New* This spell has the same effects as Chant, with the exception that the duration is longer, the caster's movement isn't affected, and the caster is still able to cast spells afterwards. Always cast it instead of Chant if you have a choice. When combined with Recitation, Righteous Wrath of the Faithful, Strength of One, or Haste, Prayer can be extremely powerful.

Protection from Fire Protection from Fire provides a great defense from both magical as well as normal fire. Use before or during battles with monsters that use fire attacks. Also, if you're inclined to do so, slap some Protection from Fire spells on your fighters and have your mages drop Fireballs in the area when enemies surround them.

Remove Curse This spell is identical to the fourth level mage spell of the same name.

Remove Paralysis Remove Paralysis takes away any spell effects that stun or hold the victim, so it's good in just about all combat situations. It also removes any effects that slow movement.

Rigid Thinking Another good all-purpose spell, Rigid Thinking confuses the target, making it wander around aimlessly.

Strength of One This is another one of those essential spells to cast right before a battle, as it will increase the strength of all party members to 18/76 within a 25' radius of the caster. Strength of One (see Figure 4.10) will not reduce a person's strength that exceeds 18/76.



Figure 4.10:
Power up!

Priest Spells: Level 4

Animal Summoning This spell calls forth nature's minions to help protect your party. You can summon up to six wolves or black bears per casting.

Warning

Remember that you can only summon six creatures total at any one time during the game. Once six creatures have been summoned, all summon spells will no longer work until the existing number of summoned monsters is reduced below six.

Cloak of Fear Cloak of Fear projects an aura of fear around the target creature. Casting it is a good way to cut down on the number of enemies you're facing when a group of foes attack the party.

Cure Serious Wounds One of the most powerful healing spells in a priest's arsenal, keep as many of these on hand as possible. You'll use more of them than you'd like by the end of the game, so never get caught short of healing spells like this one.

Defensive Harmony Clump your party members around the priest and receive a +4 AC

bonus when casting Defensive Harmony. When combined with other beneficial spells like Prayer or Protection from Evil, it greatly enhances your party's statistics.

Free Action Free Action throws off the effects of any spell that slows or impedes movement. Cast this on a party member stuck in a Web or Entangle spell and then have him lure enemy creatures into the enchanted sticky stuff he just left. As an alternative, cast Free Action on a fighter and send him into melee with a horde of creatures. When the creatures surround him or her, smack him or her with a Web spell. He or she will then be able to cut down the pack of trapped monsters without fear of taking damage.

Giant Insect *New* With this spell you can summon some of nature's most well armored creatures. When cast, this spell summons up to three bombardier or boring beetles to the party's aid.

Mental Domination Mental Domination is good spell to take over the enemy in a limited way, though the casting priest cannot force the victim of this spell to cast spells or use innate abilities of any kind. The victim also receives -2 THAC0 for the duration of the spell.

Neutralize Poison Neutralize Poison essentially removes any poison effects that a character is currently suffering. This spell is unnecessary if you've been buying lots of antidotes.

Produce Fire *New* This spell is good for killing low-level creatures or for limited attacks on small, compact groups of creatures.

Protection from Evil 10' Radius This is a great group protection spell that gives the party a +2 AC with immunity to all charm effects. In addition, Protection from Evil, 10' Radius has a long duration, so be sure to cast this spell sooner rather than later when going into combat.

Protection from Lightning As its name implies, Protection from Lightning provides 100% resistance to electrical damage. Cast this on a fighter and send him down a hallway to draw enemies into your mage's Lightning Bolts.

Recitation *New* Recitation (see Figure 4.11) is a good defensive spell. When cast, party members receive a +2 THAC0 and +2 to all saving throws. All enemies within range receive a -2 to THAC0 and saving throws. Cast it in combination with the mage spell Greater Malison for better results when casting spells that allow saving throws. Warning: this spell has a short duration.



Static Charge *New* This is a good spell, but has two major shortcomings. First, Static Charge will randomly pick an enemy target within range. Second, it releases a charge approximately every 70 seconds, making it almost useless unless you're in a prolonged battle. Static Charge becomes very dangerous when enemies cast it.

PRIEST Spells: Level 5

Animal Summoning II With this spell you can summon ferocious cave bears or dire wolves to come to the aid of your party.

Champion's Strength Champion's Strength is a good spell to use to give one party member a Strength between 20–23. Unfortunately, the caster suffers some fatigue and is unable to cast other spells for its duration. This is an excellent spell to use if you want to send your fighter ahead for scouting in particularly dangerous areas.

Chaotic Commands This grants immunity to all spells that use magical commands. This includes spells such as Suggestion, Charm, Domination, Command, Sleep, and Confusion.

Cure Critical Wounds As always, keep a number of these memorized at all times. However, because of how levels progress in *Icewind Dale*, you may notice that healing spells have diminishing returns after Cure Moderate Wounds. When you get the sixth level

spell Heal, you may wish to swap out some of your Cure Serious Wounds and Cure Critical Wounds spells for offensive ones.

Flame Strike Group the enemy with a handy mage spell like Grease and this fiery spell will prove devastating. Even though Flame Strike does a respectable amount of damage for a priest spell, remember that offensive cleric spells usually don't compare to wizard spells in terms of speed, area of effect, and damage.

Insect Plague **New** Creatures up to second level automatically become panicked when Insect Plague is cast. Those that are level 3 or 4 are allowed a save vs. spell to resist the panic effect. Levels 5 and above are unaffected by panic. All those caught in the cloud cannot cast spells of any kind, so Insect Plague is a great way to stop spell-casters. The spell also has an extremely large area of effect, so be careful that you don't cause harm to your own party.

Raise Dead Raise Dead is handy for emergencies only. You won't need to have it on hand all the time, so just pray for it when resting after a comrade falls in battle.

Righteous Wrath of the Faithful **New** Be wary when using this spell. If you're attacking creatures of the same alignment as yourself, it can do more harm than good. For extra insurance, cast Know Alignment before taking the plunge. When combined with Prayer, Recitation, Strength of One, or Haste, Righteous Wrath of the Faithful can turn even weak fighters into powerful combatants. Keep track of its duration and get out of the combat area before the fatigue sets in. When it hits, your party will be in sorry shape.

Spike Stones **New** Casting Spike Stones is a great way to soften up the enemy as they charge in (see Figure 4.12). To ensure they take their time going through your spiked stone field, try livening up the experience by casting Web, Entangle, or Grease on top of this spell.

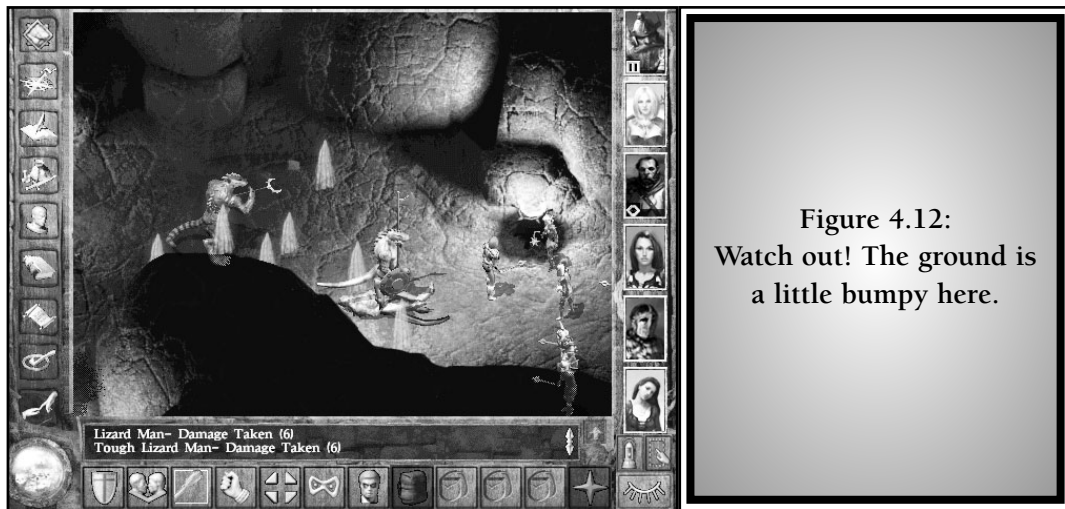


Figure 4.12:
Watch out! The ground is
a little bumpy here.

PRIEST Spells: Level 6

Animal Summoning III *New* This spell allows the caster to call upon the aid of any polar bears or winter wolves in the area. Be warned, if you're lucky enough to be able to summon a winter wolf, it has the ability to breath frost. This will hurt friend or foe, so keep a tight leash on its attacks.

Conjure Fire Elemental *New* Conjure Fire Elemental is identical to the mage spell of the same name.

Entropy Shield *New* Entropy Shield is a very powerful defensive spell. Cast it before any large battles, especially those that feature the use of magic or missile weapons.

Fire Seeds *New* With the casting of this one spell, you get the equivalent of four miniature versions of Flame Strike. Not only that, you can distribute the seeds to anyone, including non-spell-casters. Throwing the seeds requires no proficiency check and will always strike the target. Place a seed into your quick items slot to use.

Heal *New* The ultimate in healing spells, Heal will cure any diseases or ailments affecting the person as well as heal that person to their maximum hit points. It's the best healing spell, and you should have at least one of these memorized at all times in the later stages of the game. As stated in the description for Cure Critical Wounds, once you have this spell, you may want to replace some of your Cure Serious and Cure Critical Wound spells for a variety of offensive and other spells.

Sol's Searing Orb *New* Sol's Searing Orb is a powerful spell that turns an enemy into a pile of ash. Use it against the undead for best effect. Because of its localized area of effect, it is the perfect compliment to the seventh level Fire Storm spell.

PRIEST Spells: Level 7

Confusion *New* This spell causes the target to become confused and wander around the battlefield aimlessly. Use with Greater Malison and/or Recitation for the best results.

Conjure Earth Elemental *New* Conjure Earth Elemental is exactly the same as the mage spell of the same name.

Creeping Doom *New* This spell summons great swarms of biting insects. What they lack in size, they make up for in numbers, causing a great deal of damage over time. These insects will automatically attack the enemies of the caster, overwhelming them with their sheer numbers.

Fire Storm *New* Fire Storm has a very large area of effect and can be used to devastating effect; just move your party out to a safe distance before casting it (its pyrotechnics can be seen in Figure 4.13). This is one of the cleric's few area effect spells, but like Flame Strike, it really doesn't compare to similar spells from the mage's arsenal. It is best used as a support spell when the party's mages are taking out an area full of creatures. Fire Storm's additional damage can help push a creature with low Hit Points to no Hit Points, so soften them up with a Fireball or Ice Storm before casting.



Figure 4.13:
Fire shall fall from above
and rid the earth of the
foul demons of death.

Impervious Sanctity of Mind *New* This spell grants the caster immunity from the effects of Charm, Command, Confusion, Domination, Fear, Feeblemind, Hold, and Sleep spells, and from any psionic attacks. It can be invaluable when fighting enemy mages.

Resurrection *New* Exactly like Raise Dead in most respects, Resurrection brings the person back from the dead with full Hit Points. Resurrection is also able to bring elves back from the dead, so you'll probably need this spell if there are any elves in your party.

Sunray *New* Sunray is best when you're arranging the destruction of undead and fungoid creatures. It can also be used in a similar manner to Fire Storm, if you're willing to sacrifice a bit of punch for the safety of your allies.

Symbol of Hopelessness *New* Symbol of Hopelessness stuns only enemy creatures within the area of effect. Use with Greater Malison and Recitation to increase its effectiveness. This spell has a pretty good duration and is the best of the hold creature spells.

Symbol of Pain *New* A good spell, though Symbol of Hopelessness is more useful, as it completely stuns victims, while this one leaves them still able to attack (though they do suffer stat penalties). This spell only affects enemy creatures, so is safe to cast while party members are within range.





ICEWIND D.A.L.E.


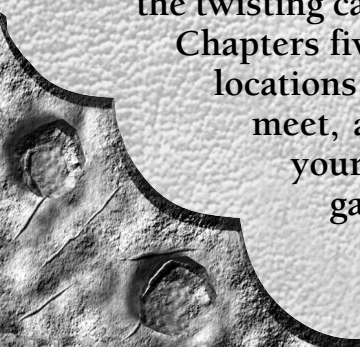


THE SPINE OF THE WORLD

The call of adventure can draw a man across thousands of miles and can pierce even the howling winds that scream along the great mountains of the Spine of the World. That call is what has drawn your small band of adventurers across the northern wastes, to the small town of Easthaven. What your party hopes to accomplish in this icy wilderness is unknown even to you—maybe it's the lure of lost treasure that drives you, or the chance to right wrongs, or just the hope of making a name in the annals of history. Whatever has led your fellowship this far, its call is strong indeed. But the Spine of the World is calling others to it as well, ones with dark designs that must be stopped before all of Faerûn is destroyed.

This book will serve as a guide from here on, walking you through the twisting caverns, crypts, and forgotten temples of Icewind Dale.

Chapters five through thirteen contain detailed maps of all the locations in the game, including where to go, who to meet, and what tactics to use to crush the plans of your evil opposition. So grip your sword and gather your cloak around you...it's not the wind that's howling. It's your destiny.





Chapter

5

Easthaven

The small town of Easthaven is where your characters begin the game. It's where your party first learns of the unsettling events taking place in the great tree town of Kuldahar to the north, and Easthaven itself serves as a training area for you to learn the basics of the interface and combat before heading into more dangerous territory.

Easthaven is filled with a number of subquests. Your goal here is to get all the experience points and gold you can out of these quests, then go speak to Hrothgar and join the expedition to Kuldahar.



Tip

If you have a dwarf, halfling, gnome, or bard in your party, have each one of them approach a different townsperson. A bard can coax a gem out of a townsperson by playing a tune, while halflings, gnomes, and dwarves can coax knucklehead trout out of a local by demanding apologies for an insult. Dwarves can get another gem by pretending to be on a “treasurefinding” mission. Pretending to be on this mission can come back and benefit you later on in the endgame, so don't hesitate to fib a little.

Winter's Cradle Tavern

The Winter's Cradle Tavern (Figure 5.1) is where your party starts in Easthaven. As soon as you enter, you'll be approached by the local leader, Hrothgar, who'll welcome you, then ask you to stop by and see him when you've gotten settled.

The tavern itself is not a big location, but it has a handful of NPCs you should speak to. Start with the townsfolk and gather what rumors you can about

Easthaven, then move on to the female dwarven warrior, **Hildreth (A1)**, and the barmaid, **Grisella (A2)**.

Grisella's having trouble with a nest of fire beetles in her wine cellar (see Figure 5.2) and is afraid to clear them out herself. Offer to dispatch the beetles for her, but don't leap to solve the problem as soon as you hear about it. Outfit your party for combat at Pomab's Emporium first (see below). Once your party is armed and armored, return to the Winter's Cradle Tavern and head down the **stairs to the cellar (A3)** to smash all the fire beetles you can find.

Once you eradicate Grisella's pests, you can access her store. This allows you to plumb her for drinks and rumors, but there's nothing in her rumor list that won't be covered in this guide. When you've milked this location for all it's worth, leave by the **tavern exit (A4)** and enter the town of Easthaven.

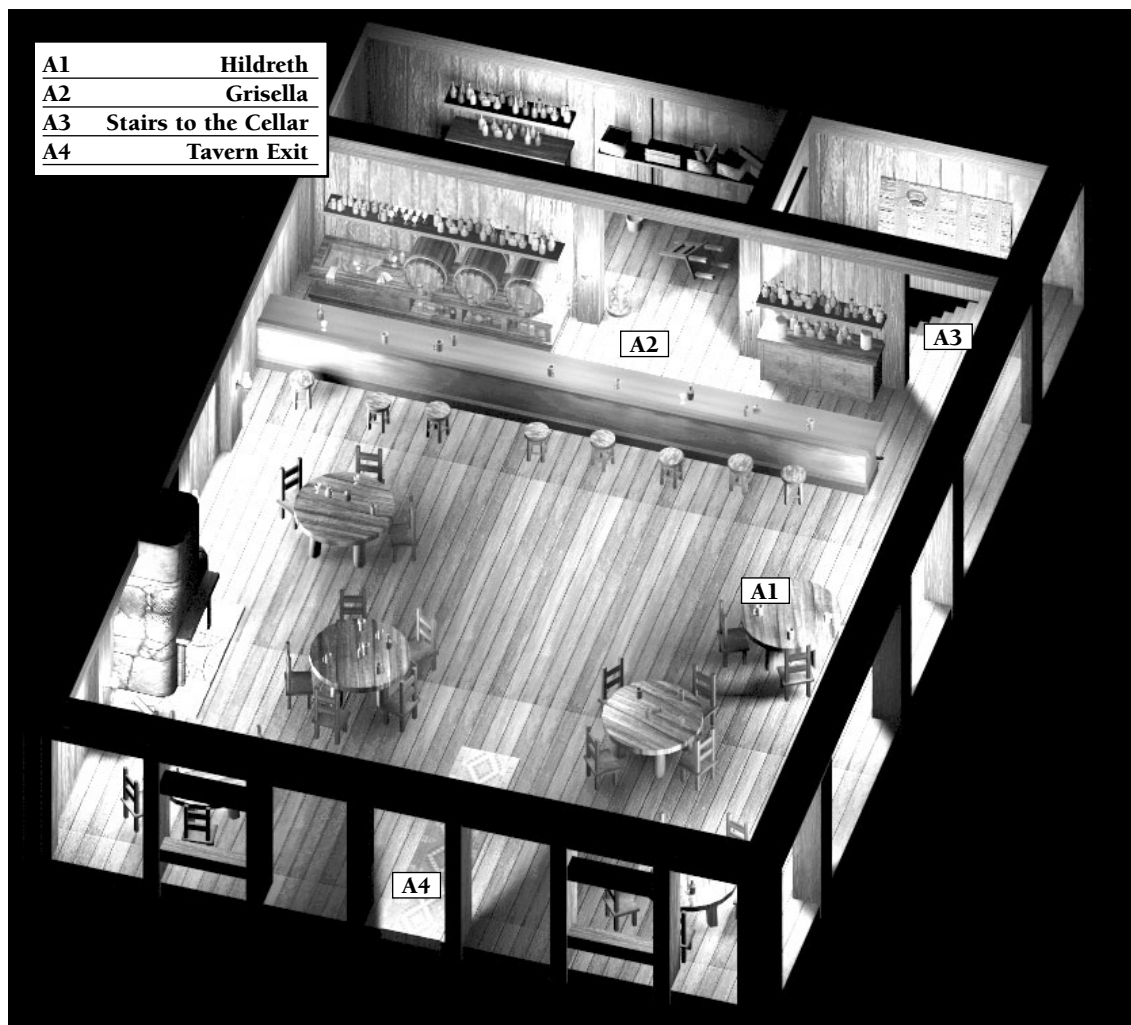


Figure 5.1: The Winter's Cradle Tavern

Before you leave, you may wish to save your game and have any thieves or bards in your party try their hand at pickpocketing some of the local residents. Some of them have nothing, but other characters (such as Hildreth) may have some goodies you can swipe from them.

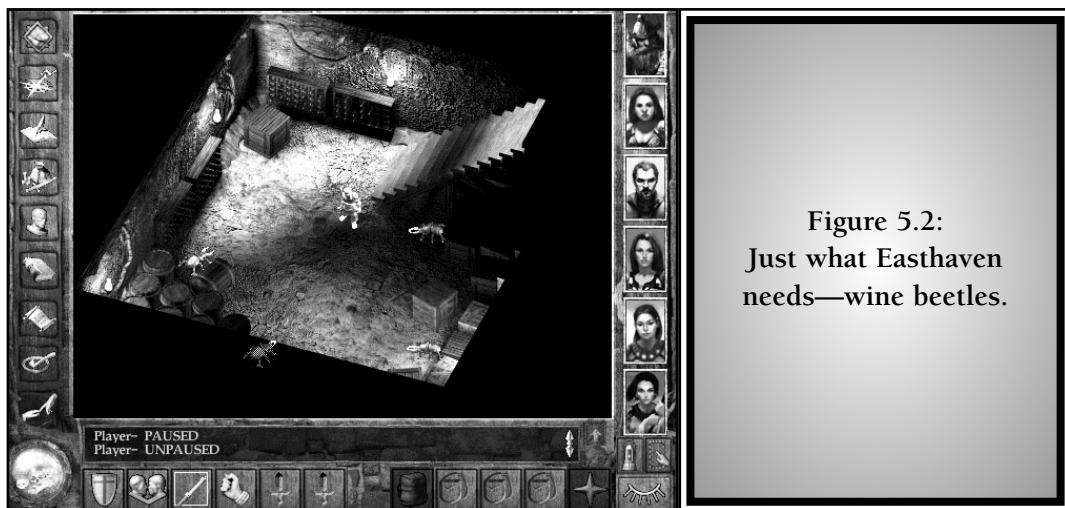


Figure 5.2:
Just what Easthaven
needs—wine beetles.

Town of Easthaven

Easthaven itself (shown in Figure 5.3) contains a number of locations, including the Winter's Cradle Tavern (B1), Hrothgar's House (B2), Pomab's Emporium (B3), Apsel the Scrimshander's Home (B4), the Temple of Tempus (B5), the Snowdrift Inn (B6), Old Jed's House (B7), and Gaspar the fishmonger (B8). You can get healed and have items identified at the Temple of Tempus, but you shouldn't have to buy healing while you're in Easthaven (you can just rest in the town proper with no penalty, or at the Snowdrift Inn). Still, if you want some backstory on events transpiring in the game, it's recommended that you visit the temple and speak to the two priests there, especially Everard.

The Snowdrift Inn is where you can recover your spells with a good night's rest, and Pomab's Emporium is the general store where you can purchase all the weapons and armor you need. Make sure you plunder all you can from both locations (Quimby's has a number of locked nightstands that are easy to miss if you don't keep an eye out for them, and Pomab's upstairs bedroom could use a little looting). Be sure to stop by Pomab's only after plundering all the other houses in town (this will give you more cash as well as a selection of items you won't need to buy) and before taking on any of the combat-oriented quests described later on in this section.

Visit each of the houses in turn, and search them all for items and treasure (if you have a thief or a bard, save your game and try to pickpocket each of the residents as well). Make sure you enter every building and plunder every household, especially Pomab's and the Snowdrift Inn. You'll gain a lot of items that you can sell or use yourself instead of buying them at the store.

Also be sure to speak with a number of townsfolk wandering around town. Jhonen the fisherman (B9), Elisia the lake spirit (B10), Old Jed (B7), Apsel the scrimshander (B11), and a young boy, Damien (B12) will each send you on subquests. Apsel's and Damien's both involve combat, so head to Pomab's Emporium before undertaking them.

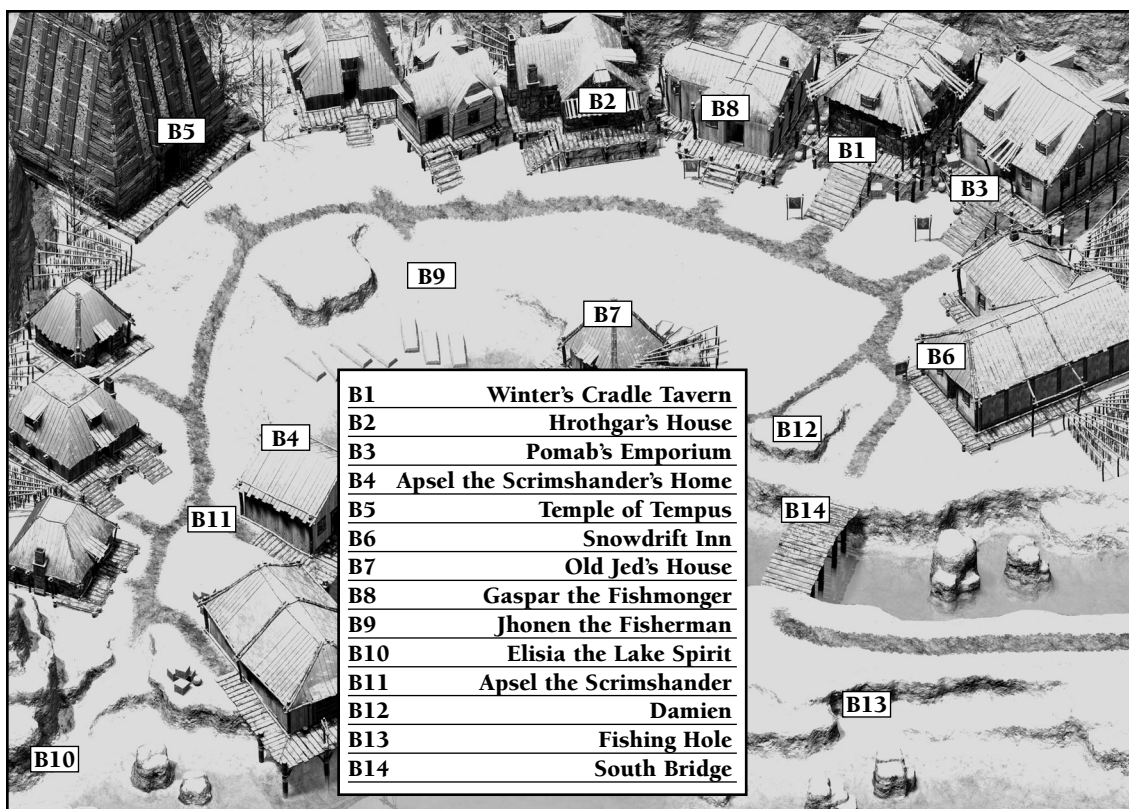


Figure 5.3: The Town of Easthaven

Tip

It's to your advantage to complete the Jhonen-Elisia quest and return the shattered blade to Jhonen. Jhonen can then give it back to you later on (see Chapter 13) as a very powerful long sword.

for a reward. Do so, and you'll get a nice amount of experience and some gems you can sell. (You can also convince Jhonen to leave town and leave his possessions with you, then lie to Elisia and tell her you delivered the sword. This will give you more money, but fewer experience points.)

Go see Jhonen first. The best way to do this quest quickly is to position one character by Jhonen, then walk another character (preferably a bard, if you have one) over to Elisia, since this minor quest involves a lot of running back and forth. Having one character by Jhonen and another by Elisia will speed things up considerably. In any event, speak to Jhonen. He'll complain about dreams of a woman floating above the shores of the lake. Agree to help him with his problem, then speak to Elisia in the southwest corner of the map. She'll tell you why she's there, and she'll ask you to deliver a shattered sword to Jhonen, then return

Next, go see Old Jed at his house. Old Jed's the local drunk, and he's in bad need of a drink, but Grisella at the Winter's Cradle Tavern has cut him off. If you have an Intelligence greater than 15 and a Charisma greater than 14, you can explain to him that he doesn't really need the wine (and get some experience points and a little gold out of it), or you can offer to pick him up a bottle of wine at Pomab's. When you return it to him, you'll get the same amount of experience and gold that you would have had you talked him out of it.

Tip

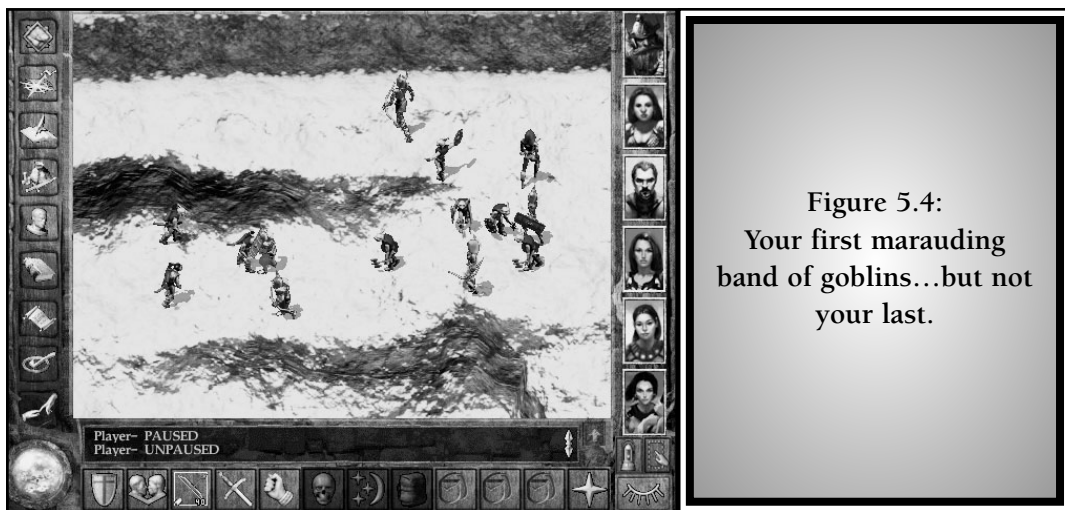
If you have a bard in your party, make sure he's the one who speaks to Elisia, as a bard can get much more out of Elisia than other classes. To do this, have your bard communicate with her via song (an option in the first node of dialogue); when she tells you her tale later on, ask her to sing a song to prove her intentions, then be mean and say you still don't believe her. You'll get a ton of experience points and gems.

Apsel has a more serious problem. He's testy because a wolf has burst into his workshop and is tearing the place apart. If you offer to dispatch it for him, he'll reward you. In order to get into Apsel's house, you'll need to bash in the door. You can do this by attacking the door with a weapon. When you get inside, you can either kill the wolf or have a ranger charm the animal (when charmed, the wolf will run out through the hole in the house and vanish).

When you've dealt with the wolf inside, Apsel will give you a little gold and "Apsel's Knife," the equivalent of a high-quality dagger.

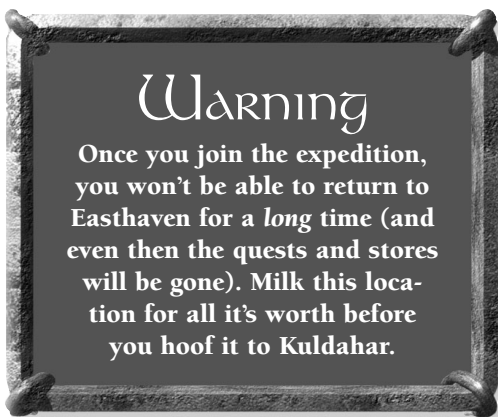
Damien has the toughest problem of the four—a band of goblins has invaded his fishing hole, and he needs someone to drive them away. To drive out the monsters (shown in Figure 5.4), head to the **fishing hole (B13)** and proceed to wipe them out. There are seven regular goblins, some of them with bows, and one goblin elite (he's the little guy in armor). Have everyone equip missile weapons, then use the cliff face to keep a wall between you and the goblins. If you kill the goblin archers quickly, you can pick off the axe-men and their leader easily, since they won't be able to pathfind around the cliff face to find you. If you have a mage, consider using a Sleep spell to take as many goblins out as you can. Once you've slaughtered the group, make sure you loot their bodies for the knucklehead trout item the goblin leader's carrying, then go back to Damien and tell him about your success. You'll need the trout to convince him you've completed the quest (if you tricked Jhonen earlier, you can use one of his knucklehead trout, too).

This does it for most of the quests in Easthaven proper. At least one or two of your characters should have leveled up by now, which makes you better prepared for the caravan quest to follow. If you're interested in more of the background story of the area before moving on, be sure to converse with the priests in the Temple of Tempus, along with the other named inhabitants of town. Once you've covered the whole village, go to Hrothgar's and ask him about the offer he mentioned in the Winter's Cradle.



Hrothgar's House

Hrothgar's the local hero, and is more than happy to take on a few extra volunteers for an expedition he's mounting to Kuldahar (see Figure 5.5). Find out all you can from him, then offer to join the mission. He'll ask you to check on a caravan that's gone missing before going on the expedition, however. Take the **south bridge (B14)** out of town in search of it (if you haven't already done so, you'll probably encounter the goblins that have invaded Damien's fishing hole). Make sure you're prepared for combat first, as you'll be running across a band of orcs and a pack of wolves very quickly once you leave town.

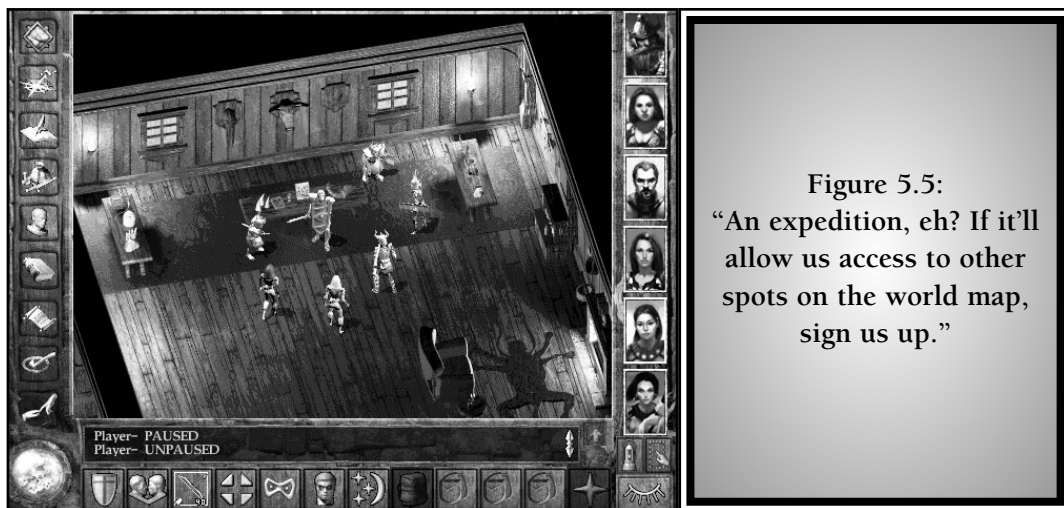


Once you've found the caravan, return to Hrothgar and the next stage of the adventure will begin (for more about the caravan, see the following section). Make sure that you've completed all of the quests you can in Easthaven first, however.

While speaking to Hrothgar, he'll mention that Everard (the head priest over in the Temple of Tempus) is the one who actually met the messenger from Kuldahar. If you want some story background and more information on your quest, be sure to visit Everard before you go.

In addition, there are two locked containers in Hrothgar's house. If you have a thief, you can try to

pick the locks and take the contents. Make sure Hrothgar is in the other room when you do this.



The Caravan

This map (shown in Figure 5.6) is where the missing caravan lies. Be prepared for a pack of wolves that is prowling this map—you should see them not long after you enter the map, and they’ll immediately move to attack you. Try to take them out with arrows before they can get close to you. The wreckage of the caravan can be found in the northern part of the map (C1), but there are no survivors.

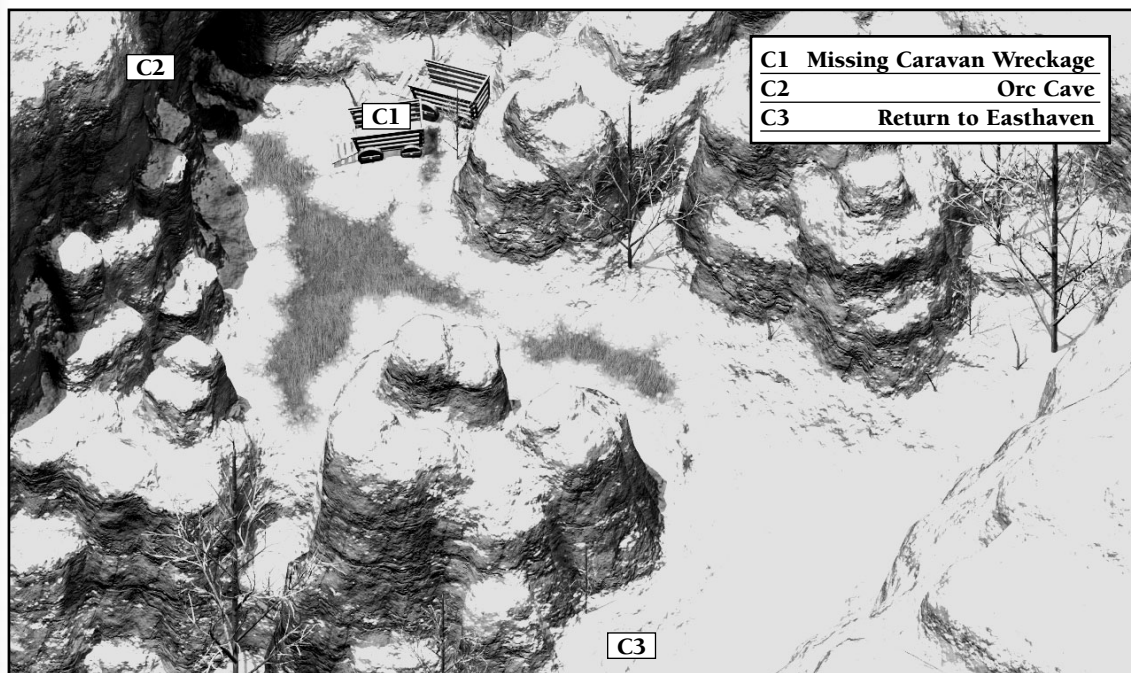


Figure 5.6: The Missing Caravan

The merchants were slaughtered by the orcs from the **Orc Cave (C2)** just northwest of the caravan (you may see one of the orcs run into the cave as you approach the caravan). Do not enter these caves until you are fully rested, your mages have all their combat spells memorized, and your party has missile weapons equipped. These caves are tough, even tougher than some of the encounters you'll have in the next chapter.

Although simply finding the caravan is enough to return to **Easthaven (C3)** and let Hrothgar know what happened, it's to your benefit to teach the orcs a lesson and figure out what happened to the supplies the caravan was carrying. You'll earn far more experience points for clearing out the orc cave, finding the remaining supplies, and recovering the caravan than you would for just finding the caravan and returning to tell Hrothgar, even if you plan to go back to the orc caves later.

The Orc Cave

This cave (see Figure 5.7) is where the orcs that attacked the caravan are holed up. You'll arrive on this map from the **main entrance (D1)**. Proceed cautiously through this area and make sure you have plenty of missile weapons equipped to take down the orcs before they have a chance to enter melee combat with you.

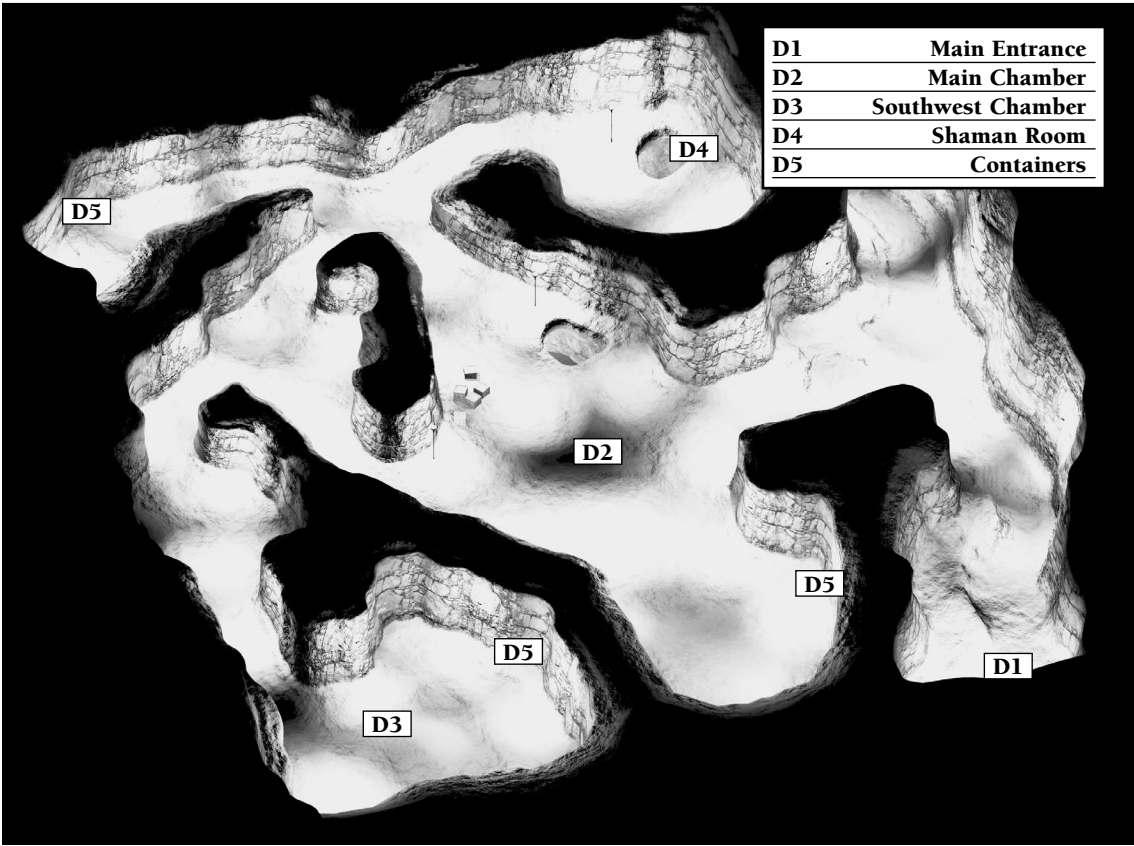


Figure 5.7: The Orc Cave

Most of the orcs will come at the party in small groups of two or three. They are meant to be slightly challenging intro monsters, but they will not call for help or respond to requests for assistance if one of the groups is attacked, so you can use this to your advantage. Be sure to return to Easthaven and rest as often as needed.

A horde of orcs, including axe-men, archers, two shamans, an orc leader, and even an ogre is in this cave. Your first major battle won't come until you hit the **main chamber (D2)** in the center of the map. This room contains several axe-men, the orc leader, a shaman, and a few archers. Go after the shaman and the archers first with missile weapons, and then retreat as necessary to keep the others at a distance.

The area in the **southwestern chamber (D3)** of the map is incredibly difficult. It's where several axe-men, some archers, and an ogre are camped out. Don't enter this area unless you're fully prepared. The ogres and the archers make a bad combination. If your mages have a Sleep spell left, now's the time to use it. Once you've wiped them out, loot the bodies and the chest in the room. You should find a "caravan contract" item which you will want to take to Gaspar the fishmonger in Easthaven so he knows the caravan he planned on won't be making it (and you'll get a bunch of experience points to boot).

The remaining orc shaman is located in the **shaman room (D4)**, along with a few orc axe-men. Once you've cleaned out the cave, make sure you examine all the **containers (D5)**, especially the boxes in the main chamber (make sure you click on those with the "info" icon so you know what they are), then take all the loot you've found back to Easthaven. From there, you're ready to join Hrothgar on his expedition to Kuldahar. When you return to Hrothgar, tell him what you found in the cave, and he'll ask you to deliver a quick list of supplies to Pomab at Pomab's Emporium. Do so, then return to Hrothgar and tell him you've delivered the supply list. You should then be ready to leave Easthaven and head to Kuldahar.



C h a p t e r

6

Kulðahar Pass
AND
Kulðahar Valley

Easthaven is left behind, and the first step on your journey begins. Unfortunately, bad omens are brewing as the rest of your expedition is destroyed in a sudden avalanche, leaving your party to undertake the journey to Kuldahar alone.

In contrast to the minor Easthaven subquests, the areas you enter from now on will have many more enemies in them. Tread with caution until you get a feel for strategy and the combat interface. This chapter is a walkthrough for Kuldahar Pass and the tree town of Kuldahar.



Kuldahar Pass

Your party emerges from the western side of the map (Figure 6.1), opposite your eventual destination, the road to Kuldahar to the east. Once you reach this area, you cannot go back to Easthaven, so the only thing to do is push forward and hope for the best. Fortunately, you'll immediately be approached by a hermit who lives in the **cave (A1)** in Kuldahar Pass. He can direct you to Kuldahar and give you some warnings about what you'll encounter trying to reach there. (Don't try to kill the hermit after you speak to him, however . . . he's a little more than he seems.)

Unfortunately, Kuldahar Pass is crammed with roaming goblins that have been trapped by the snows and are slowly starving. These goblins come in three varieties: archers, axe-men, and marshals (who are either axe-men or archers). Make sure your party is equipped with missile weapons and keep your melee fighters out in front to protect the ranged attackers from the goblin axe-men. When you spot a pack of enemies, mow down the goblin archers first, then have your bowmen help the front-line fighters tackle the

axe-men. When possible, use the surroundings to force the axe-men to walk the long way around to reach you (by the tower, for example, or the small wall near the ruined farmstead), and use the “walls” that these areas provide to keep some distance between you and your opponents.

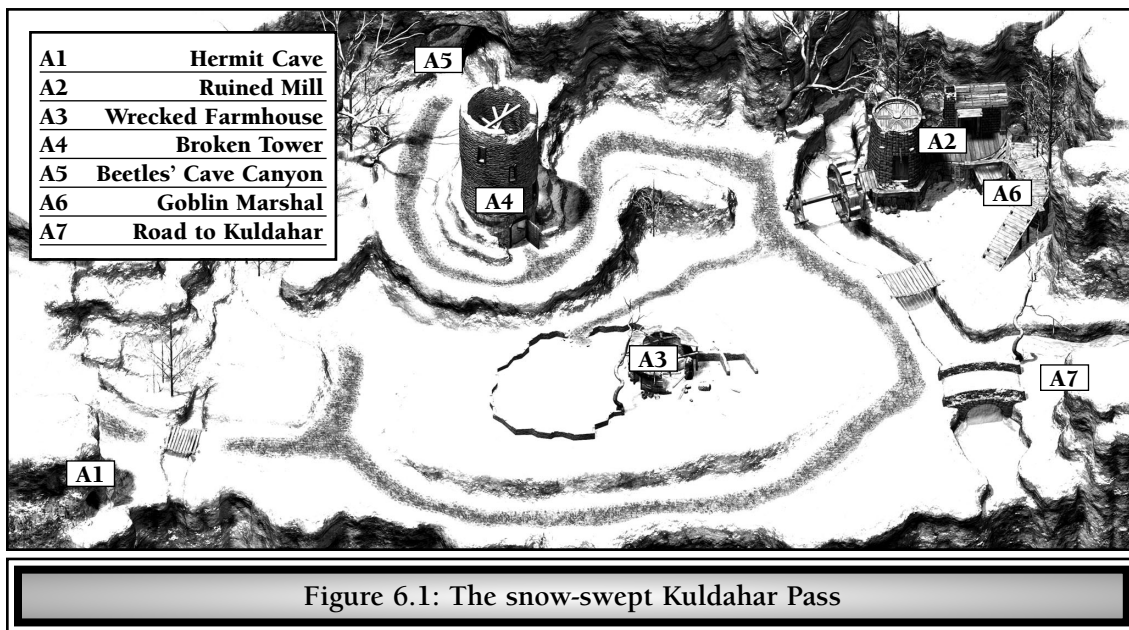


Figure 6.1: The snow-swept Kuldahar Pass

Tip

There are plenty of impassable “walls” scattered throughout the Kuldahar Pass. You can use the rivers, the cliff faces, and the walls and platforms of the farms to keep space between you and the goblins. Use these defenses to mow them down before they can get close and hurt you.

Be sure to loot the goblin archers for more arrows if any of your party members use bows. Keep your mages back. They can't help much in this area, and magic missiles aren't worth wasting on goblins. Goblins don't bunch up enough for a Sleep spell to be effective, either.

Your first goal here is to clear a pass to Kuldahar itself. You're going to want that passage free in case your party gets too wounded and needs to leave the valley and heal up. Having the escape route already clear will improve your chances of actually getting to Kuldahar alive.

As soon as your party is attacked by a goblin archer, freeze. If you keep moving, the fog of war may dissipate and reveal other goblins, who will promptly rush you. Keep the attackers to a manageable size, and cut them down one by one. Stock up on their shields, battle axes, and bows to sell in Kuldahar.

There are a number of structures in Kuldahar Valley that you may wish to visit. Among them are the **Ruined Mill** (A2), the **Wrecked Farmhouse** (A3), the **Broken Tower** (A4), and the **Beetles' Cave Canyon** (A5). Clean out all of Kuldahar Pass before proceeding to any of the sub-locations (and don't forget to search the wrecked farmhouse; although it's not a sub-location, be sure to search the boxes and crates lying outside of the farmhouse for any loot that the goblins didn't find).

Warning

Goblins are a cowardly bunch, but their cowardice can be dangerous. If you don't kill an archer or axe-man with the first hit, they may lose morale and start wandering all over the map. If your melee player characters follow, they'll be drawn into a murderous crossfire of archers while trying to chase down the fleeing goblin. If a goblin runs, either have your archers shoot it down or let it go and proceed with caution.

rather not enter the mill just yet, head east to the road to Kuldahar (A7) to rest, heal your party, and rememorize your spells.

Outside the Ruined Mill is an intelligent goblin marshal (A6). Speak to him to see why he and the rest of the goblin raiders have been drawn into Kuldahar Pass (Figure 6.2). After you're finished speaking with him, you'll suffer no alignment hits if you cut him down, so if you feel like ridding the area of every last goblin, go ahead. Do *not* go into the Ruined Mill unless your party is rested and ready for combat. If possible, change your formation so the mages are in the back—the fighting in the Ruined Mill is close quarters, and a hit by an orc can take out a mage quickly. If you'd



Figure 6.2:
The old mill...and a
strange encounter with a
well-spoken goblin.

Ruined Mill, Ground Level

This mill has been pillaged by orcs and goblins (see Figure 6.3). Rummaging around the first floor is a group of orcs, including their leader, Uligar of the Bleeding Eye, and an orc archer. While the area you'll find yourself in is pretty small, make sure your archers still have missile weapons and make Uligar and the archer your first targets.

Uligar will demand tribute from you. There's nothing to be gained by giving it to him, though, so refuse and butcher his band. Once you've defeated the orcs, prepare yourself for the goblins roaming on the other two floors. Then, go to the stairs (B1) leading down to the next level.



Figure 6.3:
Ruined Mill,
Ground Floor

Ruined Mill, Basement

The basement of the Ruined Mill is filled with goblins, mostly of the axe-man variety. The layout of the room can be seen in Figure 6.4. Pick them off with missile weapons, then once they're all dead, save your game, and head over to the **closet (C1)** in the northeastern portion of the room. Inside is a frightened child, Jermysy. If you release him, you'll get a nice experience point award. If you're an evil priest and speak to him, you'll get some amusing dialogue options. (If you saved the game before speaking to him, you can use these options without fear of losing the experience point award.) Though terrifying Jermysy can be fun, revert to the saved game if you ever torment him enough so that he flees the area, since any option that causes him to flee won't give you any experience points.

There are a number of lootable containers on this floor. Search them all and collect what treasure you can. When you're fully rested and your archers are ready, head to the **ladder (C2)** that leads up to the mill tower.

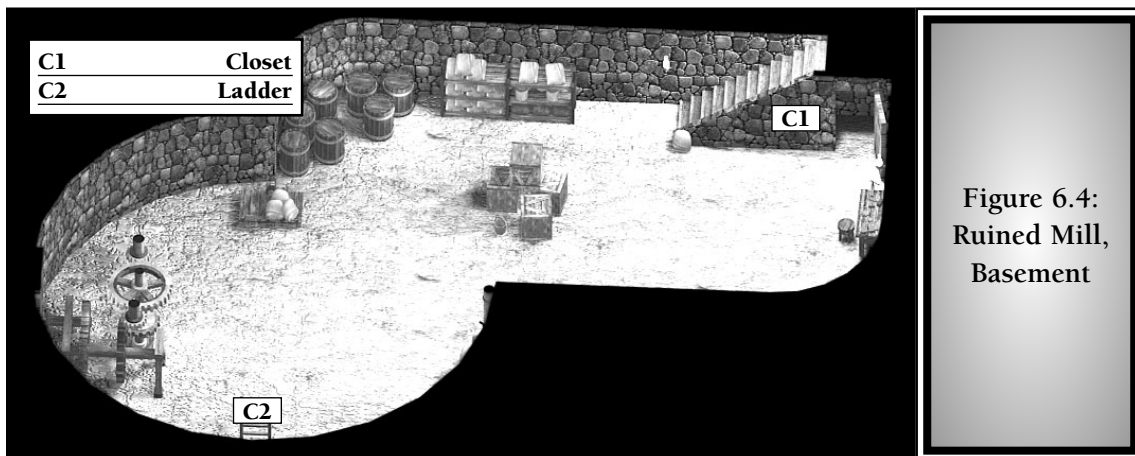


Figure 6.4:
Ruined Mill,
Basement

Ruined Mill, Tower

Figure 6.5 shows the mill tower. Its current occupants include a few goblin axe-men and marshals (archers). You'll enter from the **ladder (D1)** on the south side of the map. There's not much room to maneuver in this area, so be ready. Use missile weapons to pick off the archers and your frontline fighters to tear up the axe-men.

Once you've defeated the goblins, leave. The Ruined Mill has been cleaned out, and there's nothing more to be found there. Head back out to the pass.

Broken Tower

The Broken Tower's sole occupant is an ogre named Ghereg. Like many of the other creatures in Kuldahar Pass, Ghereg has a "headache" from the telepathic commands that are drawing the humanoids to the valley (see Figure 6.6 for a closer look). Because he is

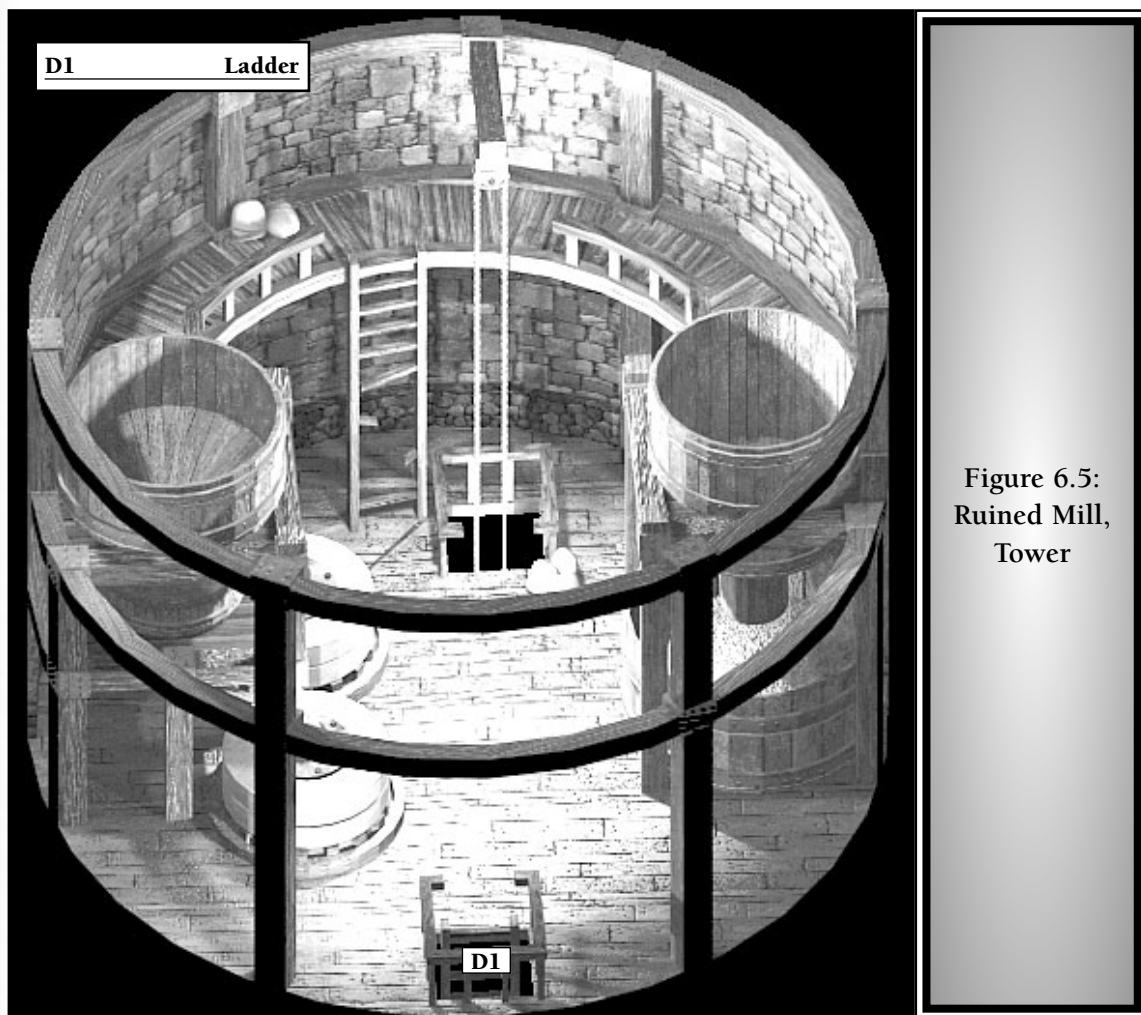


Figure 6.5:
Ruined Mill,
Tower

unable to obey the mental commands to leave the pass because of the avalanche, the telepathic call is slowly becoming more and more painful. As a result, Ghereg is more interested in curing his headache than smashing anything that walks in on him, and you can use this to your advantage.

There are two ways to milk the encounter with Ghereg for all the experience you can. If you have a druid in the party, have him speak to Ghereg, then suggest a remedy for his headache. This will give you a small experience point award. If your party does not have a druid, speak to Ghereg long enough so you understand his problem, then leave without harming him. When you go to see Arundel in Kuldahar later (see the section later in this chapter called Arundel's House), mention Ghereg's problem to him and he'll suggest a cure. Go back to Ghereg, tell him the recipe, and receive the experience point award.

If you don't want to bother with the recipe, just attack Ghereg after you finish the dialogue. You won't get as much experience, but then again, you won't have to run back and forth to Kuldahar.



Outside of the Beetles' Cave

You'll emerge on the southern side of this map (Figure 6.7) at the **canyon entrance** (E1), only to find that this area is crawling with goblin archers, axe-men, and two marshals (an axe-man and an archer). Most of the goblins are busy feasting on the beetle bodies, so they won't notice you much at first. The archers, however, are strategically placed along the sides of the canyon walls, making it difficult for characters to enter melee combat with them. Use your archers to nail them while the rest of your fighters butcher the goblin axe-men. If a mage has a Sleep spell, use it here—the goblins are pretty bunched up, and make a nice target.

The entrance to the **Beetles' Cave** (E2) is strewn with goblin bodies. Grab all the arrows you can from the fallen archers and head into the cave.

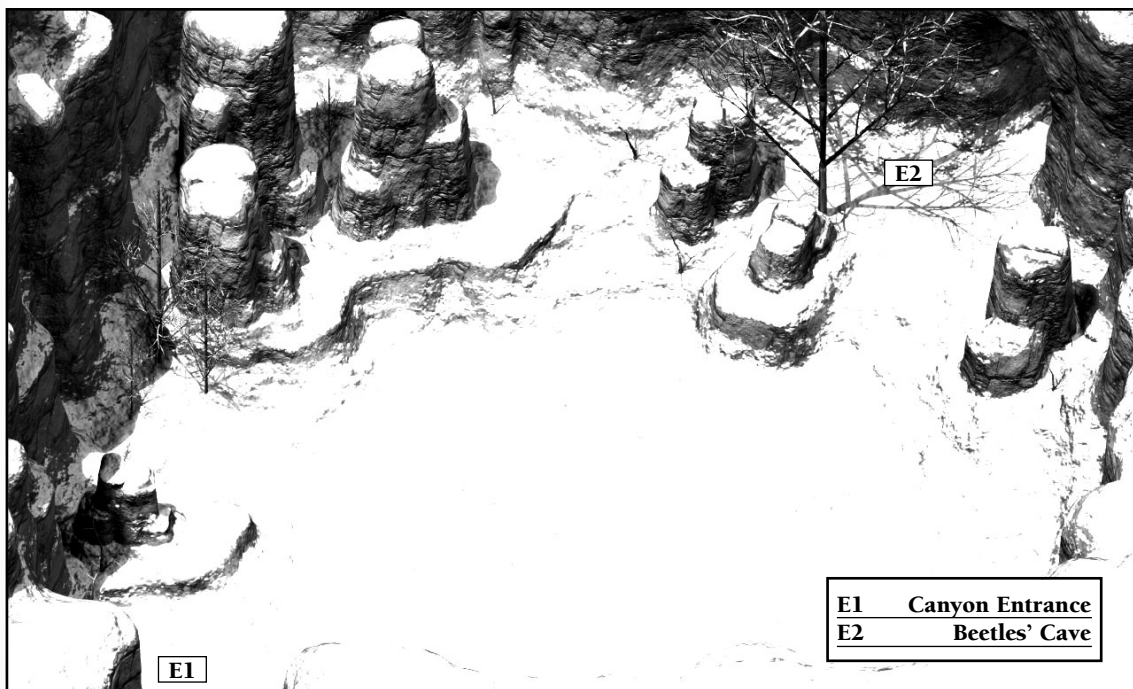


Figure 6.7: Outside of the Beetles' Cave

The Beetles' Cave

A handful of beetles are scuttling around in this cave, feasting on goblin bodies that they've dragged in (for a gruesome close-up, see Figure 6.8). They're preoccupied with eating, so they won't immediately attack. Knock the beetles out of combat with missile attacks and keep your frontline fighters in a line to protect the archers.

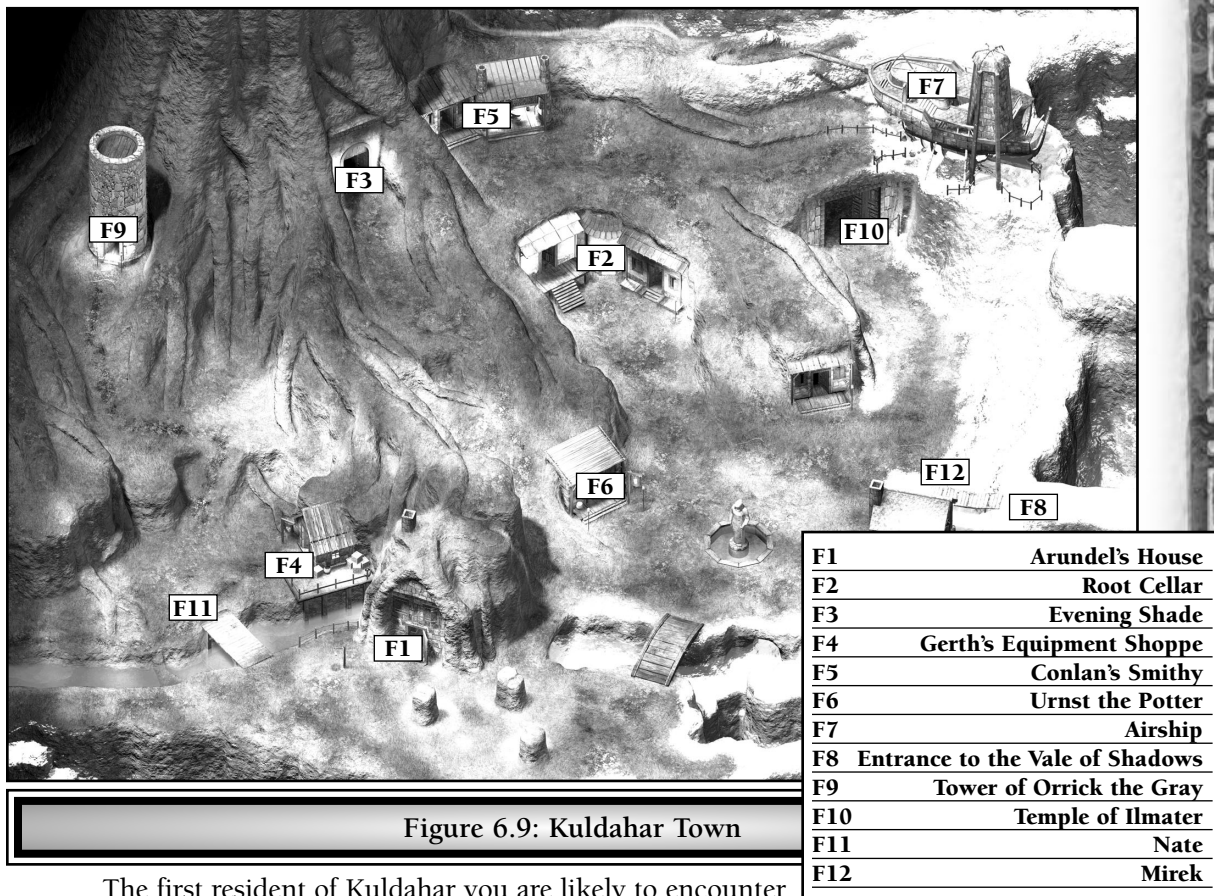


Figure 6.8:
Within the Beetles' Cave
is all that remains of
valiant (and foolish)
goblin heroes.

Note that these beetles are not fire beetles and are tougher than the small critters you may have fought in the Winter's Cradle Tavern in Easthaven. Once you've finished them off, search for the cave of loot. You're then ready to move on to the town of Kuldahar.

Kuldahar Town

Kuldahar is a small mountain community nestled in the roots of a great tree that provides warmth for the inhabitants (see Figure 6.9). Among the buildings of note are Arundel's House (F1), the Root Cellar (F2), the Evening Shade (F3), Gerth's Equipment Shoppe (F4), Conlan's Smithy (F5), Urnst the Potter (F6), the Airship (F7), the entrance to the Vale of Shadows (F8), the Tower of Orrick the Gray (F9), and the Temple of Ilmater (F10).



The first resident of Kuldahar you are likely to encounter is Nate (F11), who is standing by the bridge over the Kuldahar Run, eagerly awaiting the "rescue expedition" from Easthaven (i.e., your party). He can tell you a little about Kuldahar and point you toward Arundel's home at the base of the great tree.

One of the first things you should do when you hit Kuldahar is free up your inventory slots and sell all the stuff you looted off the bodies of the goblins in the pass. Most of the items can be sold at Conlan's Smithy and Gerth's Equipment Shoppe for a decent price. Once you've lightened your load (and lined your pockets with some extra gold), go visit Arundel at his home. The arch-druid will fill you in on the dangers plaguing the region and suggest where you should go next.

Danger strikes much closer to home than Arundel suspects, however. Make sure you're well armed and ready for combat when you enter the northeast section of town. When you approach the entrance to the Vale of Shadows, a man named Mirek (F12) will come running up to you, begging for help. He is being chased by two tundra yetis, and you'll need to kill them (preferably with missile weapons). Once you've dispatched the furry beasts, speak to Mirek again, and he'll assign a quest to find an heirloom he lost while he was in the Vale. This heirloom is being held by the yeti chieftain in the Vale (for more on this, see Chapter 7).

When you're finished with Arundel and Mirek, you should speak to at least one of the townsfolk and get a feel for the town. Ask the locals about Kuldahar (not in general, but the town itself), and if your party has a druid, a priest, a fighter, a paladin, or a ranger, there are some specific dialogue threads you can take to get a little more experience and cash.

Tip

Even if you'd rather camp outdoors in the Pass or Vale of Shadows, still check out the Evening Shade Inn. It has a small adventure seed you can exploit for more experience points.

First off, for druids, be sure to ask one of the townies about the great tree of Kuldahar. When they answer, offer to bestow a minor blessing. This will give you a gem and some experience points. If you have a non-evil priest, have him ask another townspeople about the local church, then tell him about the teachings of Ilmater. This will give you yet another experience point award.

Once you've spoken to Arundel about the Vale of Shadows (see below), make sure you speak to the townspeople again. You'll get a new option to ask about the Vale. When you do, you'll get a small warning, then a suggestion to ask other towns-

people about the Vale. Do so, but make sure it's a priest, fighter, ranger, or paladin doing the asking. Eventually, if you ask enough questions, one of the townies will bring up Kresselack. If you are a priest, fighter, ranger, or paladin, you can ask about Kresselack and receive a gem as a result (this is a one-time occurrence for all four character classes).

Note

You'll be returning to see Arundel throughout the adventure for guidance, so your first conversation with him won't be your last. You'll speak to him again after you complete the Vale of Shadows (see Chapter 7), and again after Dragon's Eye (see Chapter 8).

As a final note about Kuldahar, be sure you pull the same tactics you did in Easthaven. Visit every household, save your game, steal what you can, pickpocket what you're able (if you have a thief or bard), and reload if you happen to fail your pick pocket chance or anger a local resident. You should be able to make off with some items from some of the townsfolk, and especially from any of the named characters (Orrick, Oswald).

Arundel's House

Arundel is the arch-druid who sent the messenger to Easthaven in the first place, so he's the one you'll want to meet with to discuss your party's next step. When you talk to Arundel (Figure 6.10), he'll tell you of the unnatural weather in the area, the fierce storms that have already closed off the pass to the south, and the growing number of monsters (including giants) that seem to have been drawn to the region.

Arundel does not know the source of these disturbances. His only piece of advice will be to direct you to the Vale of Shadows. He believes that the evil behind these events may be originating from there.



Figure 6.10:
Speaking with Arundel

The Root Cellar

This local tavern (see Figure 6.11) is filled with a few personalities of note, for example, the bartender, **Whitcomb** (G1), who you can plumb for information, and his two barmaids, Lysan and Amelia (who are wandering about the bar, providing drinks). All three of them can supply small bits of information about Kuldahar and the Vale of Shadows.

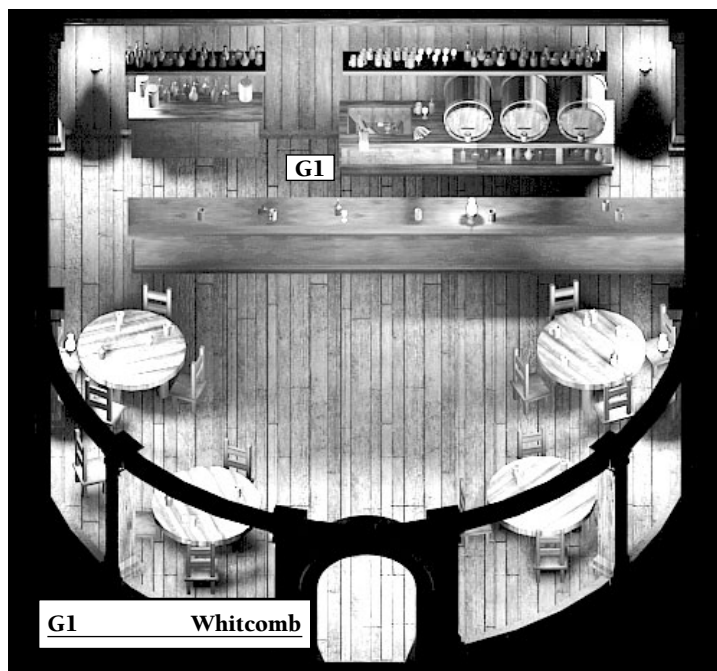


Figure 6.11:
The Root Cellar

If you speak to Amelia, pay attention to what she says about Aldwin, the new owner of the Evening Shade. She doesn't trust him, and it seems she may have good reason (see the Evening Shade section later in this chapter). The other barmaid, Lysan, can provide a summary of goings-on in the area, but she is more than she seems (you'll run into her again when you enter the Vale of Shadows). Be sure to return here after your encounter with her and talk to Whitcomb (see Chapter 7: The Vale of Shadows).

The Evening Shade

There is a minor quest to be solved here, and it should be taken care of *before* you rest at the Evening Shade (see Figure 6.12). The innkeeper, **Aldwin** (H1), is a nasty little halfling. If you spoke to Amelia at the Root Cellar, she'll have told you her suspicions of Aldwin and the mysterious disappearance of the previous innkeeper, Eidan.

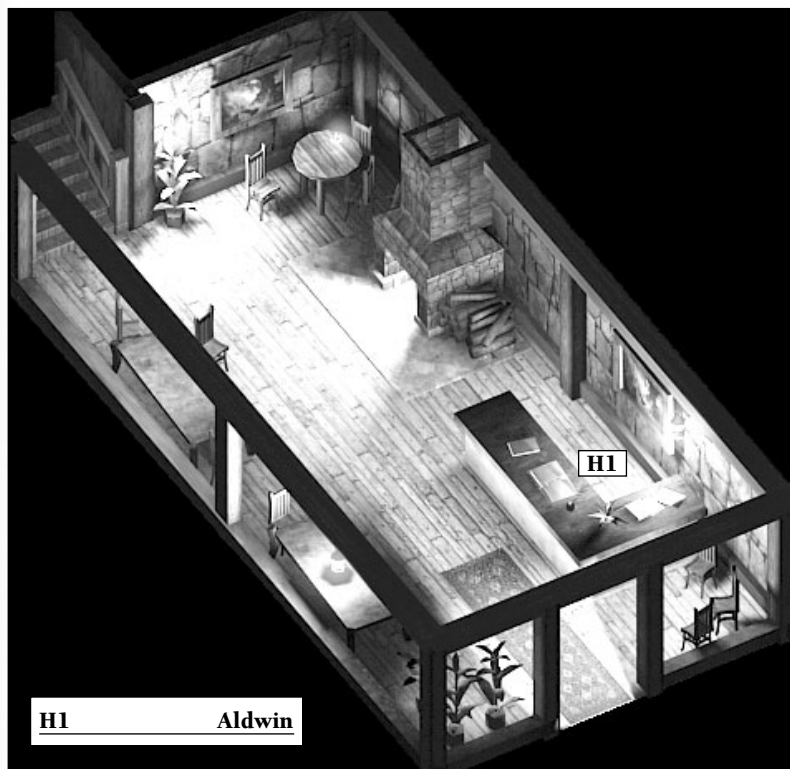


Figure 6.12:
Evening Shade,
Ground Floor

Do not take Aldwin's offer to rest here as soon as you talk to him. Instead, go up to the second floor (Figure 6.13), pick the lock on the crate in the **storeroom** (I1) (or use a Knock spell, or if all else fails, bash it in), then take the signet ring back down to Aldwin. At this point, you can either blackmail him into letting you have a room for free (it won't affect your alignment) or else demand that he confess his crimes to the town elders. At this point, he'll drop his prices to reasonable levels, though he won't be happy about it. After you've solved the mystery of Eidan's disappearance, you can rest in the Evening Shade without shelling out too much gold for the stay.

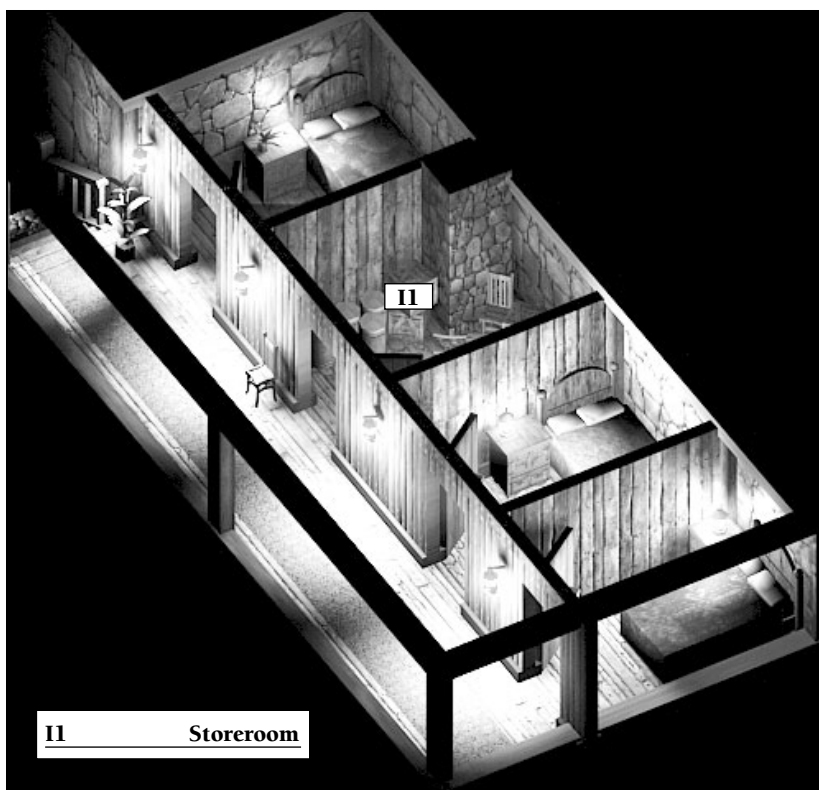


Figure 6.13:
Evening Shade,
Top Floor

Conlan's Smithy

Conlan's the local blacksmith, and you can sell most of the axes and bows you looted off the goblins in Kuldahar Pass to him (Figure 6.14 shows a party in the midst of doing so). His store is where you can stock up on arrows and bolts as well, so be sure to purchase a few quivers-full before heading to the Vale of Shadows.



Figure 6.14:
Selling the last loot from
the goblins at Conlan's
Smithy.

As will become apparent when you speak to him, Conlan has a problem. His boy Sheemish has vanished along with some of the other Kuldahar townsfolk. Conlan wants to go look for him, but he has no idea where to search. The good news is that you can find Sheemish during the course of your travels in Dragon's Eye (see Chapter 8). When you return Sheemish to his father, you'll gain a reward. (See the Dragon's Eye chapter for more details.)

Other than unloading the usual arms and armor you'll find during your travels, you can also sell any yeti pelts you find on your adventures to Conlan, who'll pay cash for them. There's plenty of yetis in the Vale of Shadows (see the next chapter), so you might want to return to Conlan every once in a while when the pelts start cluttering up your inventory.

Be sure to purchase some blunt weapons for your melee characters and slings and sling bullets for your missile characters before heading to the Vale of Shadows. A large number of the creatures in the Vale are skeletons, and edged weapons don't do as much damage against them as blunt ones do.

If you have the cash for it, purchase at least one magical weapon for one of your fighters if they don't have one already. Some of the foes you'll fight in the Vale of Shadows (wights and mummies) can only be hit by magical weapons, and if you don't have one, you'll soon be running for your life.

Gerth's Equipment Shoppe

Whatever you can't sell to Conlan, you should be able to offload on Gerth. He's a relatively pleasant sort, but a bit too wordy for a shopkeeper. Note that you can sell Gerth any books, documents, and keys you may find in the region, since he is something of a collector (Figure 6.15). Don't worry about losing the items if you sell them—you can always buy them back from the shopkeeper if you need them later on.

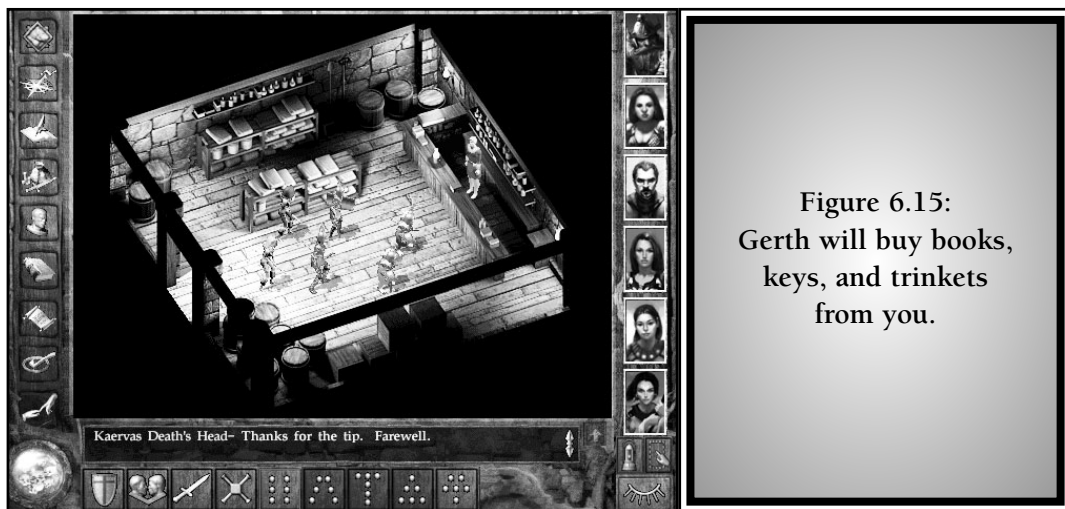


Figure 6.15:
Gerth will buy books,
keys, and trinkets
from you.

Tower of Orrick the Grey

Orrick's the local mage, and his shop (see Figure 6.16 for a glimpse inside his tower) can identify magical items as well as sell some to you. Check in with him if your mages want scrolls for new spells. The tower consists of two maps, one the tower proper, the other Orrick's study. Just don't attack his goblin servant, Weenog, who's busy puttering around with chores for his master.

Orrick is researching the "Mythal," one of the powerful spells the elves cast over the region long ago (see Chapter 9: The Severed Hand). If you can recover one of the books on the Mythal in the Severed Hand, bring it back to Orrick and you'll get a nice experience point award and some treasure.

Even though you'll find a Magic Missile scroll in Kresselack's Tomb later on, you'll probably still want to buy a copy of the spell as soon as you can (if your mages don't already have one), as it will prove useful against some of the tougher monsters in the Vale of Shadows.

Be sure to save your game before you try to pickpocket Orrick. He's pretty unforgiving to thieves when he finds their hands in his purse.



The Airship

A wrecked airship lies in Kuldahar (the interior can be seen in Figure 6.17). Its occupant is a gnome by the name of **Oswald Fiddlebender (J1)** who dabbles in alchemy. You can purchase some potions and antidotes here, along with some oils of fiery burning, which are great for the Vale of Shadows and Dragon's Eye when your fireballs run out.

One other thing: Some of the opponents in the Vale of Shadows (mummies, for example) can paralyze your characters or inflict disease on them with their touch. It might be worth your while to purchase some potions of free action and mummy's tea while you're at Oswald's.

If you're looking for any potions that Oswald doesn't carry, check the Temple of Ilmater to see if they have them in stock. Calliana, the high priestess at the temple, has a few potions and curing items for sale.

If you try to pick pocket Oswald, be sure to save your game before you make the attempt. Like Orrick, he's pretty unforgiving to thieves when he finds their hands in his purse.



Figure 6.17: The Airship

House of the Bleeding Rose

Figure 6.18 shows the House of the Bleeding Rose, which is the temple of the Crying God, Ilmater. Ilmater is the god of the oppressed and the unjustly treated, and his followers often seek to take on the sufferings of others. The temple's inhabitants include **Brother Gus** (K1) and the high priestess, **Calliana** (K2). The Temple of Ilmater should be able to take care of all your party's healing needs, as well as removing any cursed items you've gained an unwelcome attachment to during your travels.

You can also purchase healing items from Calliana, if you need to stock up for your journey to the Vale of Shadows or Dragon's Eye. If Calliana doesn't have the potions you need, see Oswald Fiddlebender at the Airship in the northeast section of Kuldahar.

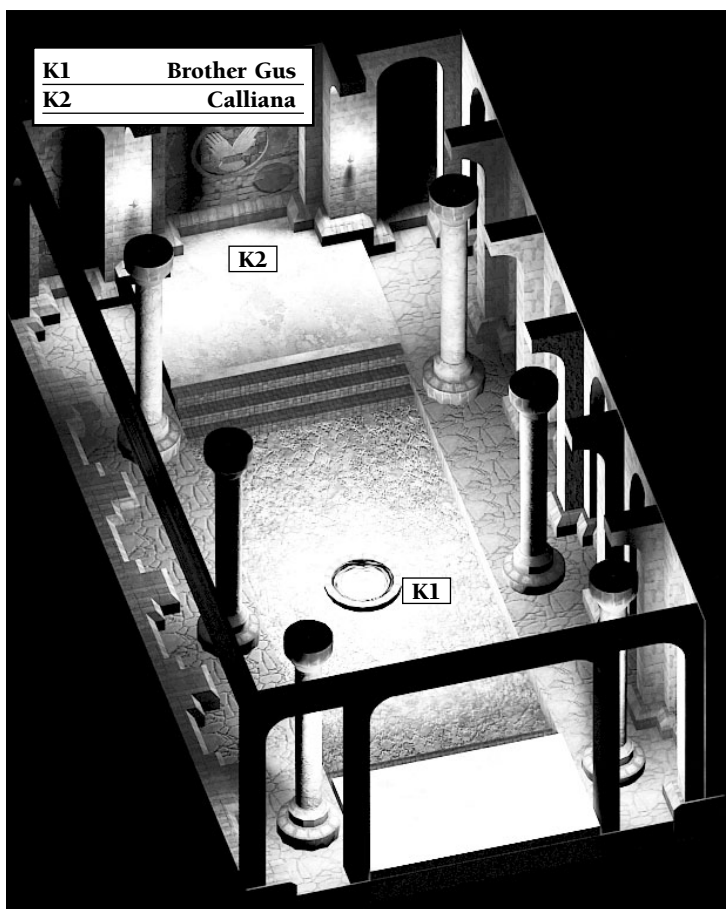


Figure 6.18:
The House
of the
Bleeding Rose





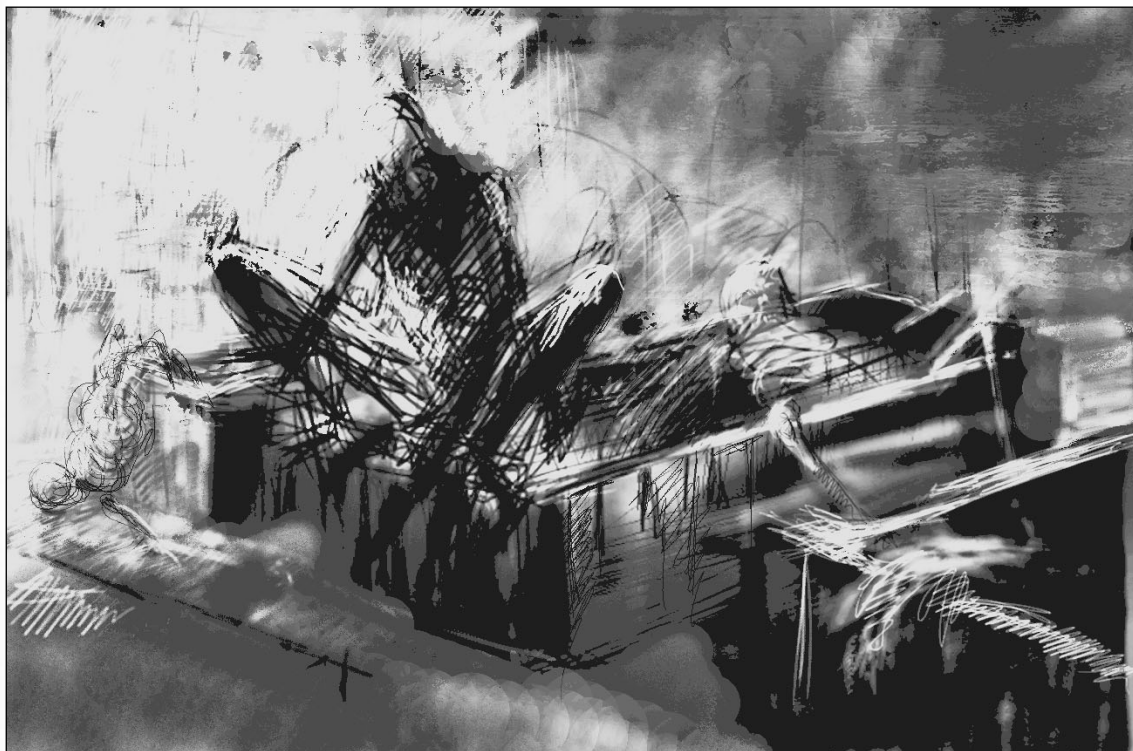
CHAPTER

7

The
Vale of
Shadows

The Vale of Shadows has always been a source of unease for the inhabitants of Kuldahar. Darkness clings to the floor of this small canyon, and the area is riddled with crypts along its cliff walls. It is a place where the dead walk, and all that lives and breathes doesn't do so for long.

The Vale of Shadows is undead central. The sheer number of crypts and the multiple levels of Kresselack's Tomb make a priest a necessity for turning undead. Make sure your mages and clerics haven't wasted their memorization slots on spells like *Sleep* or *Hold Person*, as these spells are worthless against the lifeless opposition here.



Into the Vale

As shown in Figure 7.1, this huge twisting canyon map leads to several sub-maps (mostly crypts); in order to reach these sub-maps, you'll need to fight your way through the yetis and lesser shadows that fill the Vale. Your party will enter on the road to **Kuldahar (A1)**, which lies along the western side of the map. Within the Vale of Shadows are the following locations: **Crypt One (A2)**, **Crypt Two (A3)**, **Crypt Three (A4)**, **Crypt Four (A5)**, the **Vale Ice Cave (A6)**, and the entrance to **Kresselack's Tomb (A7)**. Although you should explore

all four crypts, then the tomb, you only need to enter Crypts Two and Four, since they have the keys needed to access Kresselack's Tomb.

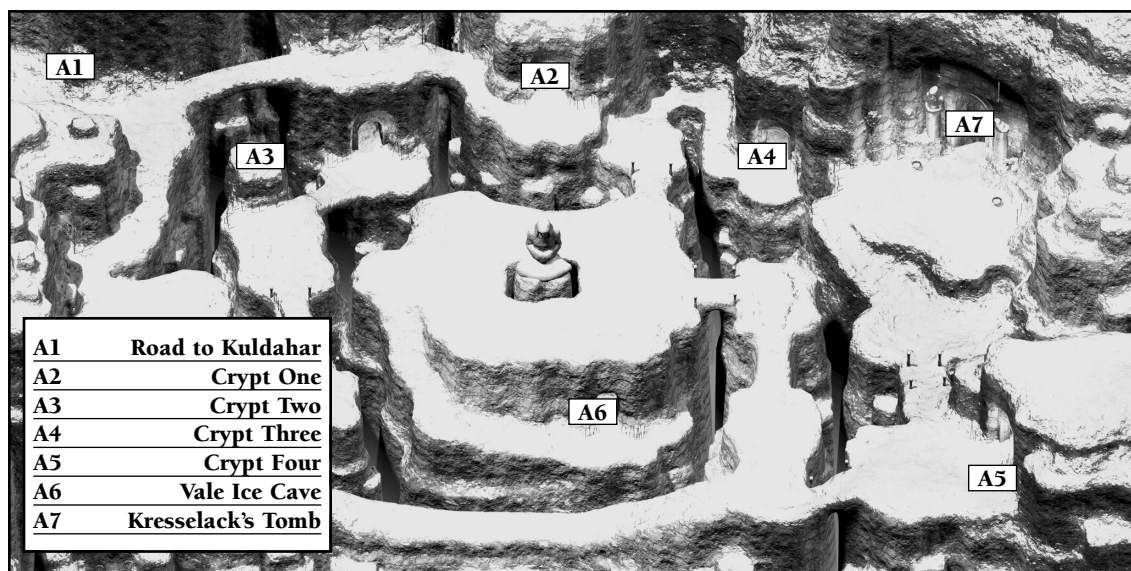


Figure 7.1: The Vale of Shadows

The yetis and the lesser shadows are spread out across the map, so just move slowly and take each one out as it appears. Yetis generally stick to the main paths, while the lesser shadows cluster around the entrances to crypts and tombs (there is also one full shadow amongst the lesser shadows clustered around Kresselack's Tomb, so watch out for him). Keep in mind that once Lysan is defeated (see the Vale Ice Cave section later in this chapter), the shadows will no longer respawn in the Vale, so if you want to keep using them as a cheap source of experience, hold off on killing Lysan for a while.

Note

You can rest on this map, but every time you rest, there's a chance that a group of yetis will show up and attack your party. This is more a blessing than a curse, as they are worth a lot of experience, and you can sell their pelts in Kuldahar for more gold.

The yetis, on the other hand, are one-time affairs. Once you kill them, they're gone. If you're on Mirek's quest from Kuldahar to retrieve his family heirloom, you can find it on the body of the yeti chieftain, who is standing right outside the Vale Ice Cave. Kill him (from a distance) and loot his corpse.

Once you're done with the yetis and the shadows, tackle the crypts in the order they're numbered. Each one is progressively harder than the last, and tackling the easier ones first will help build your fighting skills. Before entering each crypt, read the description of the area thoroughly; it will tell you how to best arm yourself against

the crypt's inhabitants. As a general rule, make sure your priests are ready to turn undead when necessary, as they can cut down the number of opponents you have to face just by displaying their holy symbols.

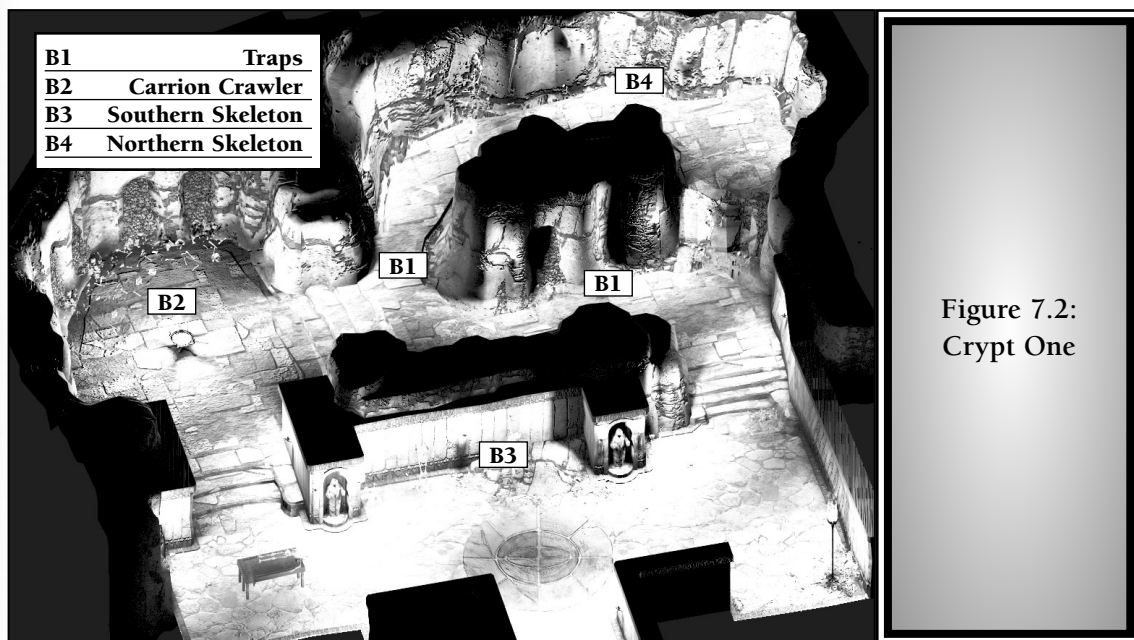
Crypt One

This crypt is the easiest and is relatively small, as can be seen in Figure 7.2. A horde of skeletons and zombies are spread throughout the crypt, but with enough arrows and sling bullets, you can take most of them down before they can do any damage to your party. Nonetheless, this crypt still has a few surprises in it. There are two **traps** (B1) in this crypt. While the northern one is a simple arrow trap, the eastern one casts a Stinking Cloud on the party, which can be bad news if you are being attacked by skeletons. Another surprise is a **carriion crawler** (B2), which can be found feasting on one of the bone piles in the western edge of the complex.

Tip

Before entering this area, arm your melee combatants with blunt weapons to deal with the skeletons. Provide slings for characters that favor ranged attacks.

When you first enter the complex, deal with all the skeletons and zombies you can see and then prepare to battle the carriion crawler around the corner by arming the missile characters with their best weapons. The carriion crawler doesn't have a huge number of hit points, but does have a strong melee attack and the ability to paralyze opponents, so stay out of its reach if at all possible. Magic Missile spells can be slightly helpful as well, though you may want to save them for creatures in the other crypts.



Once the carriion crawler is disposed of, re-arm yourself with blunt weapons and scour the rest of the complex. Smash any skeletons you meet into bone powder. The only places of note within this crypt are two skeletons: a **southern skeleton** (B3) by the entrance, and the **northern skeleton** (B4) in the back corridor. These bony remains can be looted for some goodies.

Crypt Two

This crypt, shown in Figure 7.3, is slightly more difficult. Once again, arm the party with blunt weapons when you enter and move from room to room dispatching the skeletons inside.

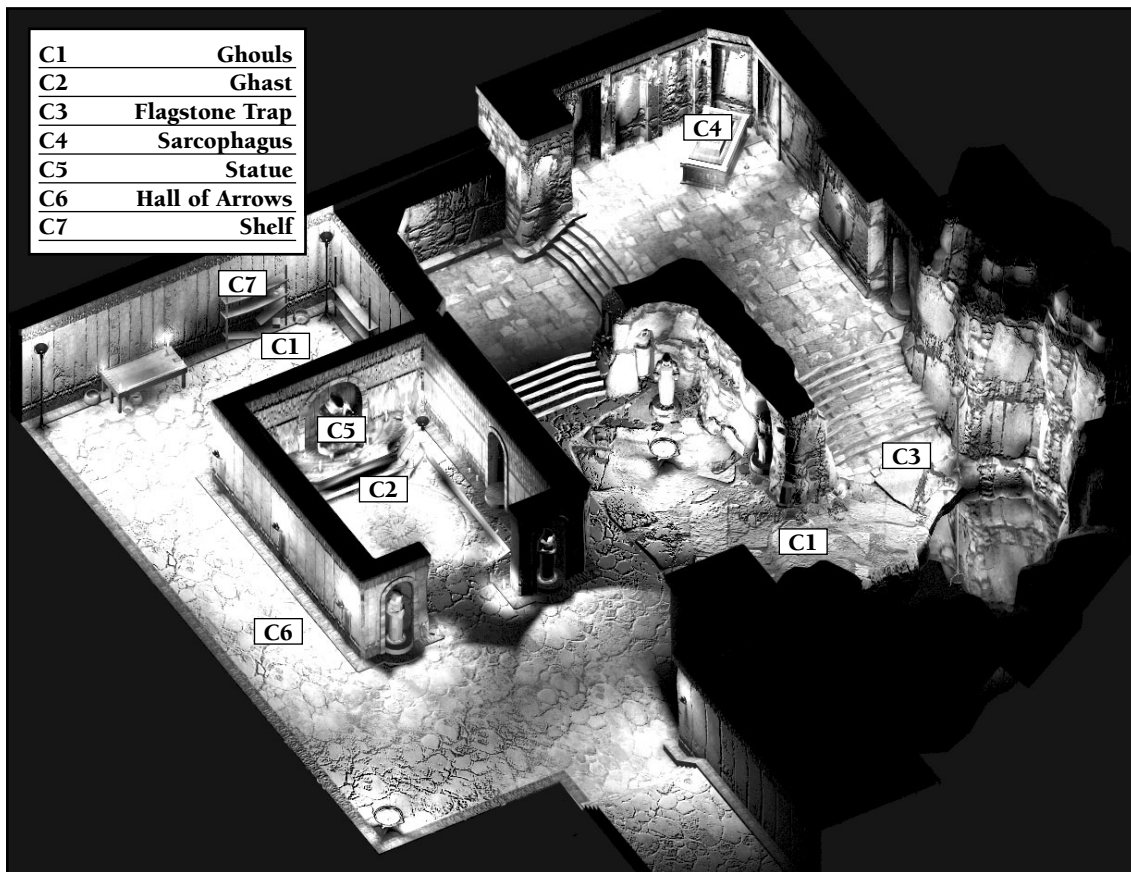


Figure 7.3: Crypt Two

This crypt has a few nasty undead critters inside, not counting the skeletons. There are two ghouls on this map, each one at the marked location (C1), and even worse, a **ghast** (C2) stands guard in the center chamber. Like the carrion crawler in crypt one, the strength of ghasts and ghouls lie in their melee attack and their ability to paralyze, so avoid hand-to-hand combat if possible. Equip your party members with the best weapons they have (blunt weapons aren't necessary for the ghast and ghoul). If you have a choice of targets, kill the ghouls first (they're easier), and finally target the ghast, then any skeletons you can see.

Other than the ghast and ghouls, this crypt has a few nasty traps as well. One trap is set to go off when you step on the **huge flagstone** (C3) at the base of the stairs. When you walk over it, it will spawn four lesser shadows (two in front, and two behind) to attack the

party. As long as you're prepared for them, the lesser shadows shouldn't be a problem. Once you've dispatched the shadows, be sure to loot the **sarcophagus** (C4) in the north-east corner, then go to the **statue** (C5) in the center chamber and take the key from it; you'll need it to gain access to the interior of Kresselack's Tomb.

Watch out for the westernmost corridor of this crypt, the **Hall of Arrows** (C6). There are three arrow traps staggered along its length, and you'll either want your thief to detect and disarm them, or else have someone with a lot of hit points walk through and set them off. Once you round the corner, there should be a ghoul waiting for you—try to kill it from a distance, then loot the **Shelf** (C7).

Crypt Three

This crypt (Figure 7.4) is inhabited by dozens of skeletons, as well as two ghouls. The **southern ghoul** (D1) stands by the green fire brazier in the entrance room, and the **northern ghoul** (D2) is near the murky pool in the north chamber. They should be easy prey for missile weapons. Dispatch the southern ghoul first and all the skeletons on the southern half of the map, loot the **statue** (D3) and the **shelf** (D4), and then turn your attention to the northern ghoul. Watch out for the **arrow trap** (D5) that is set up in the entrance to the northern chamber. Watch out for the **arrow trap** (D5) that is set up in the entrance to the northern chamber.

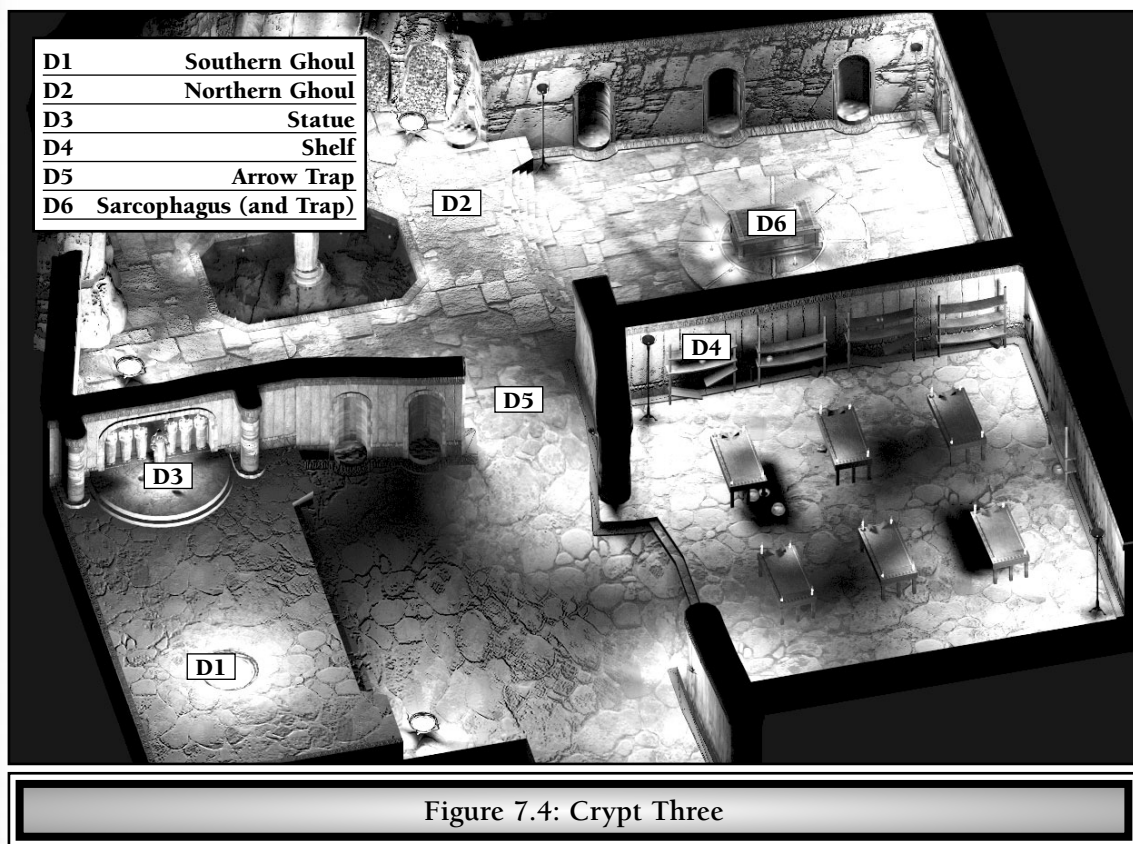


Figure 7.4: Crypt Three

When you've wiped out all the skeletons and the ghouls on the map, don't let down your guard. The **sarcophagus** (D6) in the northeast corner has some goodies inside, but

as soon as you come close to it, a group of skeletons will spawn from the niches around the room and attack. Dispatch the skeletons before you open the sarcophagus. The sarcophagus itself is trapped with a Stinking Cloud spell, so get a thief to try and disarm it before cracking the lid.

Crypt Four

This crypt (see Figure 7.5) is the worst of the four. Unfortunately, all of the creatures in this crypt are guarding a key you're going to need later, so ignoring this sepulcher isn't an option.

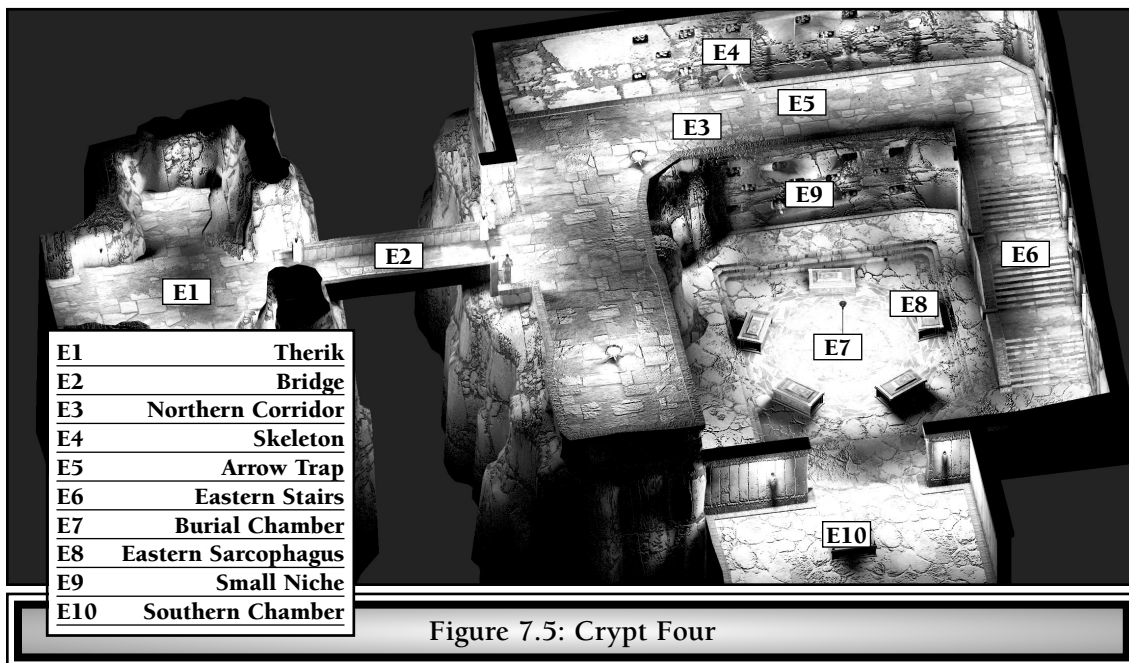


Figure 7.5: Crypt Four

As soon as you enter, you're going to be in close quarters with a huge temple guardian by the name of **Therik** (E1) and two zombies. Therik will demand that you leave the area (if you agree to do so, he will teleport your party outside). If you're ready to fight him, have all your party members equip their best blunt weapons (missile weapons aren't helpful, since he starts out in such close proximity to your party) and attack him full force. Ignore the zombies until Therik is dead.

Once you've dispatched Therik and his two zombie buddies, keep your missile weapons ready and approach the **bridge** (E2) that spans the center of the crypt. Just on the other side is another ghoul and a group of skeletons ready to attack. Since they can only come at you across the bridge, block the path with the characters that have the best armor class. Then have your archers blast the undead as they try to come across.

Before crossing the bridge (see Figure 7.6), make sure your blunt weapons are equipped, as a majority of the opponents on the other side are skeletons. If you want, you can bait them onto the bridge with missile weapons and have your tougher fighters smash them when they come close. Keep in mind that there is a ghoul in the **northern corridor** (E3), so watch carefully for him as you're smashing skeletons. Hanging from the wall in the same area is a lootable **skeleton** (E4). There's an **arrow trap** (E5) just down the corridor from the skeleton.

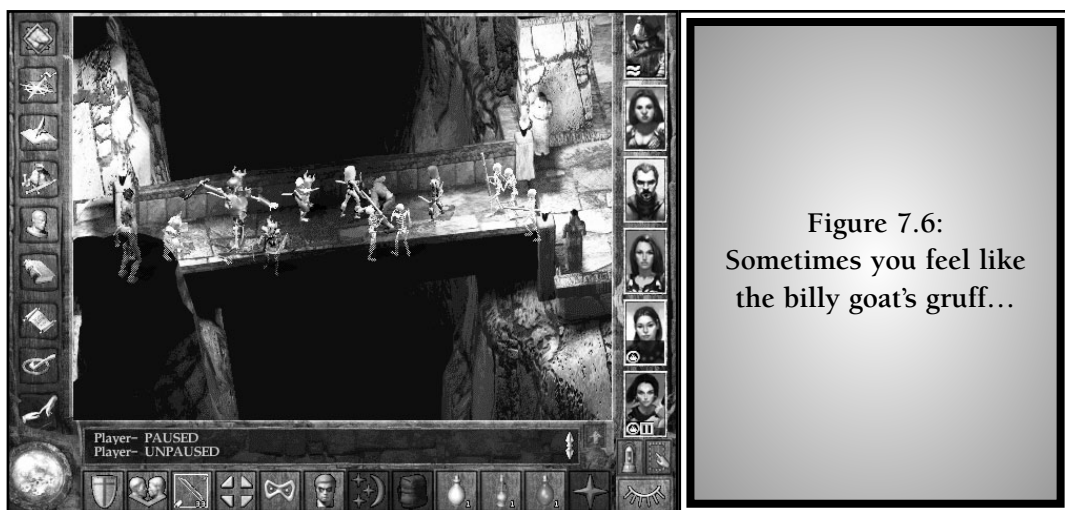


Figure 7.6:
Sometimes you feel like
the billy goat's gruff...

When you enter the northern corridor, take a breather before heading down the **eastern stairs** (E6). As soon as you round the corner, a group of skeletons and at least one zombie will attack. Waste them, then slowly descend the stairs, watching out for the undead in the **burial chamber** (E7). Aside from the skeletons, there is at least one ghoul and one ghastr in the burial chamber, and with any luck you can spot them from the stairs and pick them off with missile weapons before they can reach you.

Once you've dispatched them, open the two containers in the burial chamber. One is the **eastern sarcophagus** (E8) (you'll know which sarcophagus it is because it's the only one you can open), and the second is a very, very **small niche** (E9) on the northern wall that has some goodies inside.

The **southern chamber** (E10) contains some lesser shadows and a sarcophagus. The sarcophagus is trapped, so either have your thief disarm it, or else have someone with a lot of hit points yank it open. Inside the sarcophagus is some loot and a sanctum key. The sanctum key is necessary to open one of the doors in the first level of Kresselack's Tomb.

Vale Ice Cave

This small, chilly cave (see Figure 7.7) is where Lysan, the "barmaid" from Kuldahar is holed up—or where she will be holed up, after you speak to Kresselack on the third level of Kresselack's Tomb. Lysan occasionally makes forays to the Vale of Shadows to serve the interests of her goddess, Auril, the frost-maiden, although she won't admit to it when confronted. Her true nature will remain hidden until you speak to Kresselack.

In any event, the first occupants you'll find when you enter this area will be a group of yetis camped out in the cave. It's a good idea to dispatch them now before Lysan arrives at the cave later on.

A number of **boxes** (F1) filled with treasure lie in the northwest section of this cave (make sure you drag the cursor over them carefully—there are a lot of individual boxes in the stack). Lysan has sealed them while she is away, so you'll have to pick their locks or cast Knock spells to open them.

When Lysan does appear in the cave later on (again, she will only appear when you have spoken to Kresselack), you'll have to confront her with the fact that she is a priestess

of Auril. It is best to speak to Lysan and find out as much as you can from her, so you can use the knowledge with Whitcomb later on (see later in this section). As soon as she realizes that she can't come to a resolution with your party, she will attack. Several yetis will appear in the cave, and Lysan will begin firing off her priest spells at the party. If you have any Free Action items to help you resist Hold Person spells or any anticharm items, equip or use them.



Warning

Lysan is quite skilled with maces, so make sure any characters you send into close combat with her have a great armor class in case she switches to melee attacks. Lysan has triple specialization with all blunt weapons, so she can deal out a hefty amount of damage very quickly.

This combat won't prove as difficult as some of the battles you had in Kresselack's Tomb. Lysan is immune to normal weapons (as well as any cold-based attacks), so make sure you equip any missile or melee magic weapons you can and attack her before you kill the yetis. If possible, make sure the magical weapons are "fast" weapons (arrows, daggers or short swords should suffice), and if you cast any spells, use ones with short casting times (i.e. Magic Missiles). Hopefully, the speed of your attacks will disrupt her spell casting. Once she falls, turn your attention to the yetis.

Once you've defeated Lysan, and the yetis, a shadow will appear, thanking you for disposing of her (no more shadows will respawn in the Vale after this). Once it's gone plunder the boxes in her lair. Afterwards, be sure to go back and speak to Whitcomb, the

bartender in Kuldahar's Root Cellar tavern. He'll be surprised that Lysan was an Aurilite priestess, and he'll mention that he'd best get rid of the "goods left in her room." Offer to take them off his hands, and you'll get some healing scrolls, a scroll of fire resistance, and a Mantle of the Coming Storm.

Kresselack's Tomb, Level One

Warning

Don't open any doors in the tomb without being ready for a fight. Many of the doors have hordes of monsters on the other side, and unprepared adventurers can get swarmed before they can react.

Once you have the key from Crypt One and the sanctum key from Crypt Four, you're ready for Kresselack's Tomb. The tomb itself is spread out across three levels, and they're filled with some dangerous types of undead, including wights, ghosts, and mummies.

The first level of Kresselack's Tomb (see Figure 7.8) has a series of vaults radiating out from the **center chamber (G1)**, which is occupied by a group of skeletons and temple guardians (tougher skeletons). The center chamber is located behind the first locked door in the tomb (you'll need the key from the statue in Crypt One to open

it), so be prepared. Have your priests ready to turn undead. If you want, remain in the entrance corridor and use the narrow hall to control the number of skeletons that can attack at any one time. Watch out for skeleton bowmen and concentrate your fire on them first (you'll also want to be able to scavenge as many arrows as you can from them before they can fire them at you).

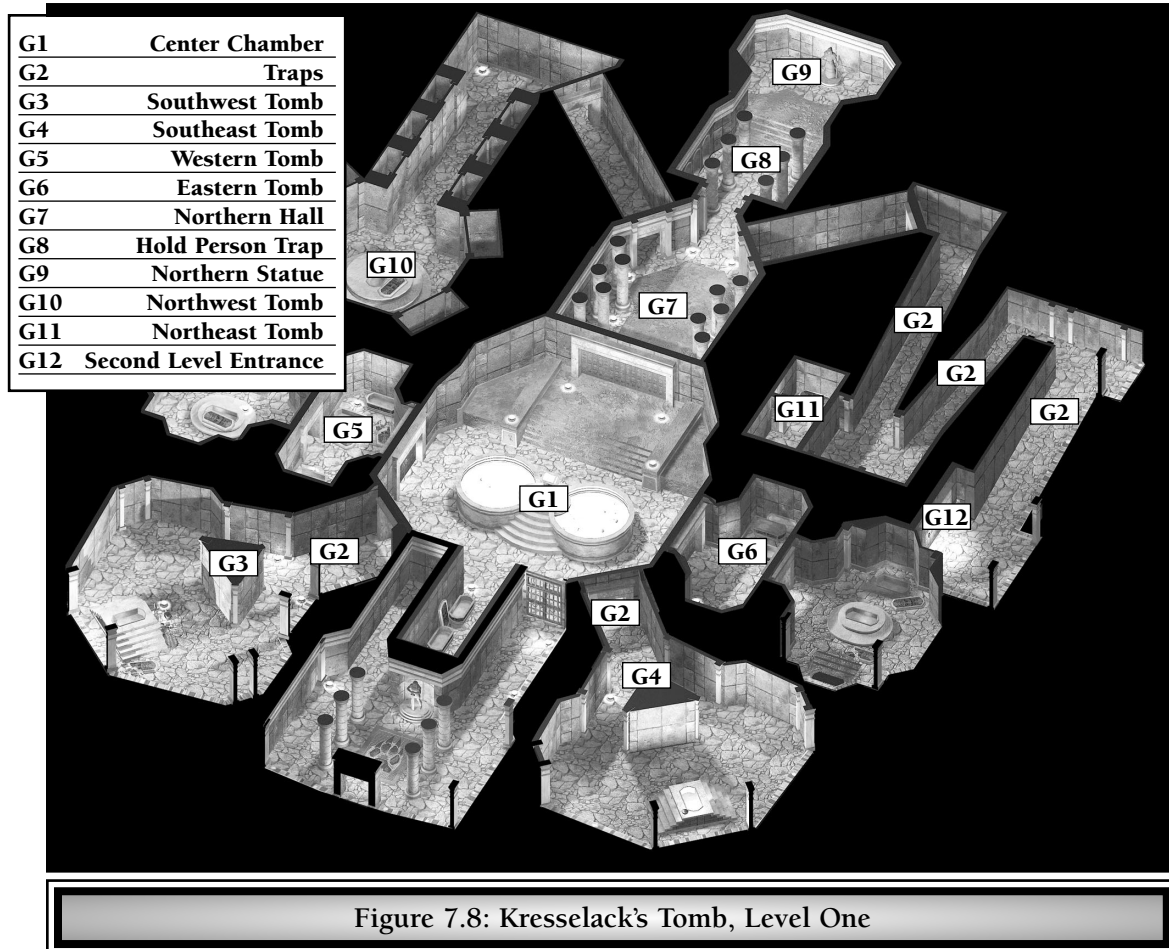
Tip

The tiny box in the southwest tomb is pretty typical of what can be found in Kresselack's Tomb. Not only are most of the containers in the tomb booby-trapped, but some of them are very hard to find. Don't be distracted solely by sarcophagi—roam your cursor all over each room, including junk piles and the walls, to see if anything else is hidden nearby. If you find anything, remember to be careful when opening it.

From the central chamber, each of the doors leads to a small tomb or worship area. Be careful, however, as there are **traps (G2)** scattered all over this level, some of which are at the front of the tombs you'll be entering next. Once you've either disarmed the traps (or let your toughest party members absorb them), prepare yourself for each of the tombs in turn. It's best to start with the easiest first, so enter the **southwest tomb (G3)**. This chamber doesn't have much except for skeletons and a zombie, although there's treasure in a very small box (which has a trap on it, so openers beware) in the junk near the front of the sarcophagus.

From here, head into the **southeast tomb (G4)**, but be careful of the trap just inside the archway. Although the tomb contains the usual assortment of skeletons, there is also a ghoul hidden behind the triangular section of the tomb. Don't rush into the center of the tomb, or the ghoul will attack your flank before you know he's there. Although the sarcophagus appears to be empty, an offering box is in front of the dais, partially hidden in the shadows. Again, be sure to check for traps before opening it.

After this, you don't have much choice over where to go, as only the western door can be unlocked. If you retrieved the sanctum key from Crypt Four, you can open the door to the **western tomb (G5)**. This tomb has a few zombies in the antechamber and some tattered skeletons, but don't charge in: behind one of the corners of the tomb is a wight, which is just plain bad news as it can only be hurt with magical weapons. Try to lure the monsters into the central chamber where your party can cut them down with missile weapons. Whether you dispatch the wight or not, you'll need to get the priest key from the sarcophagus (which, like most of the containers in the tomb, is trapped). The priest key allows you to open the eastern tomb.



Your party should be fully rested before you tackle the **eastern tomb (G6)**. It holds a bunch of ghouls guarding a Holy Symbol of Myrkul and some other goodies you'll enjoy. If you don't want to tackle them hand-to-hand, position your party in the center chamber and have a bait character lure the ghouls out. Next, cut them down with missile weapons. Once you have the Holy Symbol of Myrkul, you can use it on the northern door in the central chamber.

The **northern hall (G7)** is occupied by a bone-dancer of Myrkul, a skeletal priest named Mytos (see Figure 7.9). He'll initiate conversation with you as soon as he sees you, but if you back your party off far enough, you can actually lure him out of the northern hall (which will make him easy pickings once the fighting starts). Mytos is civil enough, but he doesn't much care for transgressors in Kresselack's Tomb, especially considering how much looting you've probably done up to this point.



Figure 7.9:
Locking horns
with Mytos

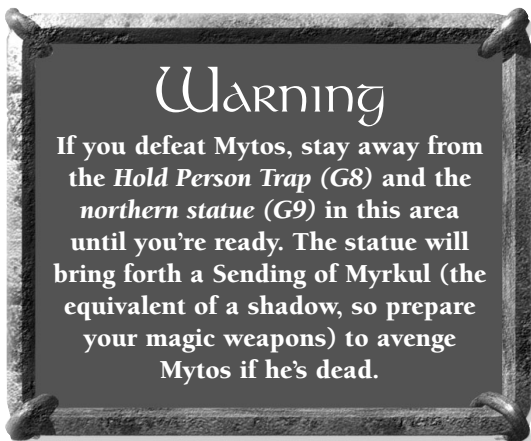
Tip

You can rest on any level of the tomb, but there's a good chance you will be attacked by undead when you do. On the first level this is a good thing, since the random encounters tend to be skeleton archers, who can be looted for their arrows.

with him. It doesn't matter which you choose, because at the end of the conversation, Mytos will order the skeletal guardians to attack.

There's two ways to get experience points out of Mytos through conversation. One, if you can, try and have either a good-aligned cleric, a druid, or a paladin be the one who talks to Mytos and accuse him of being responsible for these "vile" creatures (undead). Debate with him, then at the end of the debate, extend your apologies and say you were merely expressing your opinion. The second way you can get experience is by trying to reason with Mytos. Ask him politely if you can investigate the tomb, and at the end of the thread say, "Mytos, I'm trying to be reasonable here . . ." and you will get a nice chunk of experience for trying to negotiate

As the battle begins, everybody should jump Mytos. Mytos is going to try to retreat to a safer place to cast spells as soon as combat starts, so nail him with as many missile weapons as you can, or have fighters charge him with your fastest blunt weapons to disrupt his spell casting. Magic Missiles can mess up Mytos' spell casting pretty effectively. With enough smashing and flashing of holy symbols, you should be able to reduce Mytos and his guardians to dust.



From here, branch off to the left to the **northwest tomb (G10)**. The skeleton archers in this area attack in pairs and aren't much of a threat, but there are several secret doors along the walls in these areas. These will pop open and gate in skeleton enemies as soon as you touch the sarcophagus in the tomb, so exercise caution. Still, you'll need to plunder this tomb and open the sarcophagus before you can open the **northeast tomb (G11)**, your next destination (see Figure 7.10). The twisting ramp corridor that leads to the northeast tomb is filled with arrow traps and skeletal archers, so have missile weapons ready and watch your step.



Figure 7.10:
This small tomb holds
the key you need to enter
the next level.

Before you pop open the northeast tomb, make sure that you're ready for combat. Inside is a mummy that you'll have to kill to get what it's guarding. The sarcophagus in the northeast tomb holds a mausoleum key that you'll need for the next level (but don't overlook the small offering box located directly in front of the eastern tomb sarcophagus that holds a nice amount of coins and jewels). Once you've cleaned out this level, the **entrance to the second level (G12)** can be reached from this section.

Kresselack's Tomb, Level Two

Make sure you have the mausoleum key from the northeast tomb on level one before entering this level. This level (shown in Figure 7.11) opens up into a **main hall** (H1) where skeletons await (see Figure 7.12). Once again, be ready with blunt weapons and have your priests prepare their turn undead abilities. When you walk into the main hall, skeletons will spawn from the alcoves, but no matter how tempting it is to rush to fight them, stay in the southeast portion of the main hall—you're not going to want to even approach the **central chamber** (H2) until you're ready. The central chamber holds a skeletal mage (who prefers casting tons of Stinking Cloud spells), two imbued wights (wights that cast magic missiles), and a horde of temple guardians, tattered skeletons, and normal skeletons. It's enough to make you wish you had a Fireball spell or two.

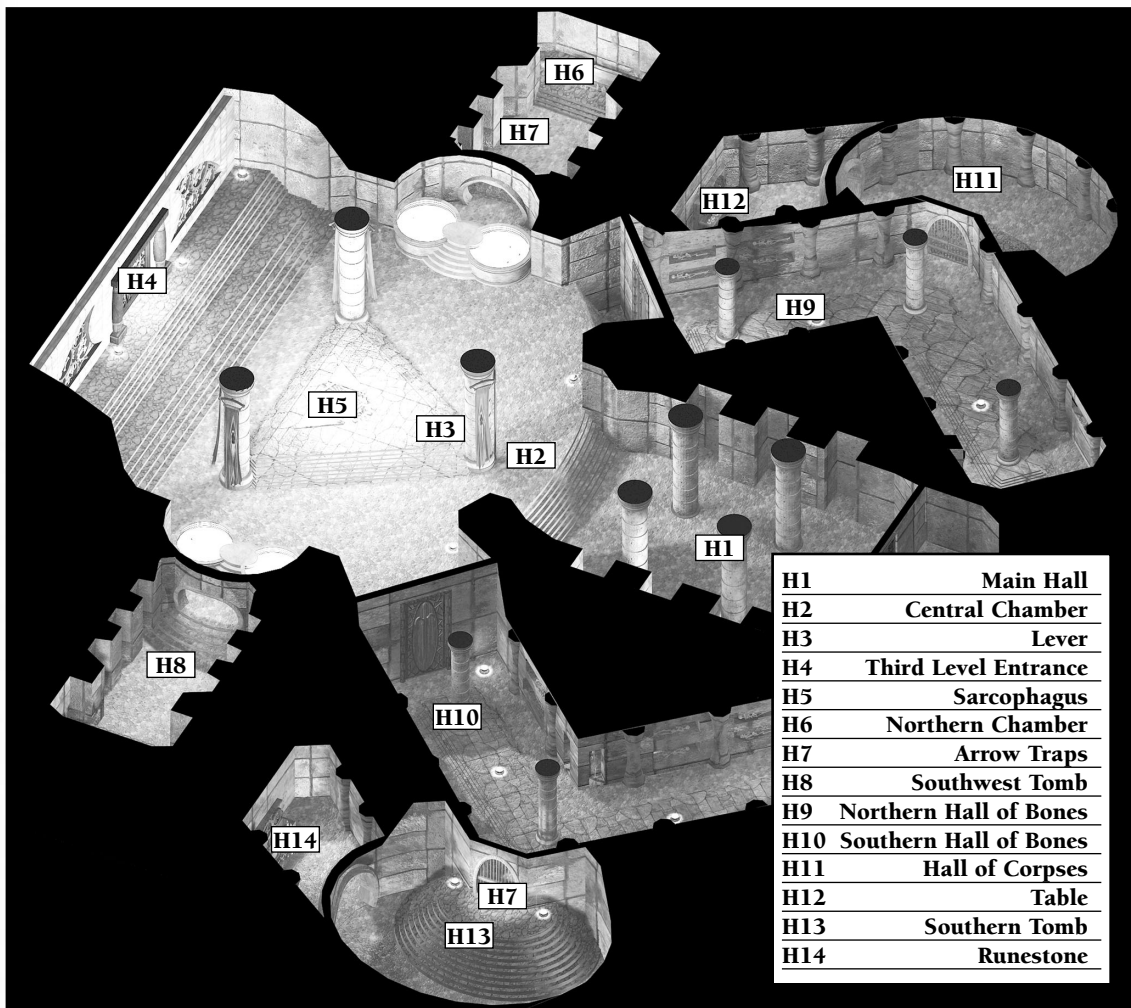


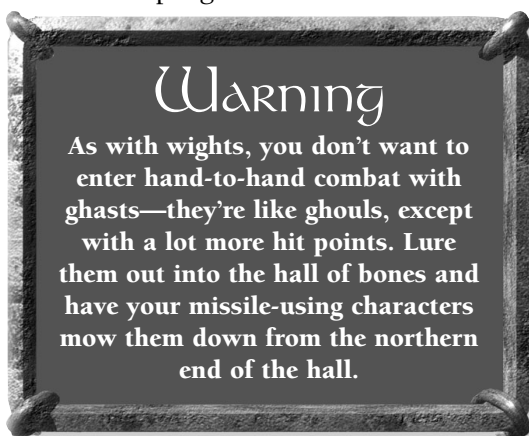
Figure 7.11: Kresselack's Tomb, Level Two



Figure 7.12:
More of Kresselack's
skeletal guardians. Time
to bury them twice.

There are three things of interest in the central chamber once you've killed its occupants. One is the **lever (H3)** by one of the pillars. You'll need to pull it to leave the level. To do this, you'll need to break into the side tombs with the mausoleum key from level one and retrieve a runestone to unlock the lever (the runestone is a stone with a white wolf paw print painted on it—more on this later on). Once you've retrieved the runestone, the lever can be pulled, and the second point of interest, the **entrance to the third level (H4)**, will open up. The third point of interest is the **sarcophagus (H5)** in the center of the room, which has some great stuff inside (the least you deserve for the hellish combat in this chamber).

You'll need the mausoleum key to open the smaller side tombs on this level. Before you hit those tombs, however, break into the **northern chamber (H6)**. Watch out for the two **arrow traps (H7)** located here (there's one in the southeast portion of the map, too, with the same label). If you can disarm them or have a tough character absorb the hits, plunder the sarcophagus.



As with wights, you don't want to enter hand-to-hand combat with ghosts—they're like ghouls, except with a lot more hit points. Lure them out into the hall of bones and have your missile-using characters mow them down from the northern end of the hall.

From here, you have three choices: the **southwest tomb (H8)**, the **northern hall of bones (H9)**, or the **southern hall of bones (H10)**. The southwest tomb holds some tattered skeletons and an imbued wight, so if you'd rather hold off and tackle something easier, hit the northern hall of bones, and then the southern hall of bones (both of which require the mausoleum key to open them). It's best to hit the northern hall of bones first, since it contains a key you'll need in the southern hall of bones. The northern hall of bones contains skeletons grouped close together, so use blunt weapons and get the priests to do a little turning with

After defeating the skeletons and searching the room, you'll want to head through the northern gate into the **hall of corpses (H11)**, which contains a handful of zombies, as well as a **table (H12)** at its western end which holds the "plain key" you'll need when you go to the southern hall of bones.

Head to the southern hall of bones, unlock the door with the mausoleum key, then prepare yourself for a repeat performance of the northern hall of bones. The southern hall of bones holds a bunch of skeletons. Destroy them and search the room (there are a large number of lootable crypts nested in the walls, not unlike the northern hall). Don't open the gate to the **southern tomb (H13)** yet until you've cleared out the southern hall and thoroughly searched the area.

To unlock the southern tomb, you'll need the plain key from the hall of corpses. If you have it, unlock the gate, then hold your position. There's several arrow traps (a cluster of three) just past the gate, so take precautions. If that wasn't enough, there are armored skeletons flanking the door and—even worse—two ghosts with them in a side chamber. Make sure you kill them and take the **painted runestone (H14)** from the skeleton container in the room that the ghosts attacked from. This runestone will allow you to unlock the lever in the center of the chamber and open the doors to the third level for you.

As a final note, don't throw away the runestone. It's a great magic item. Give it to any character that doesn't have a lot of hit points and see their health rise.

Kresselack's Tomb, Level Three

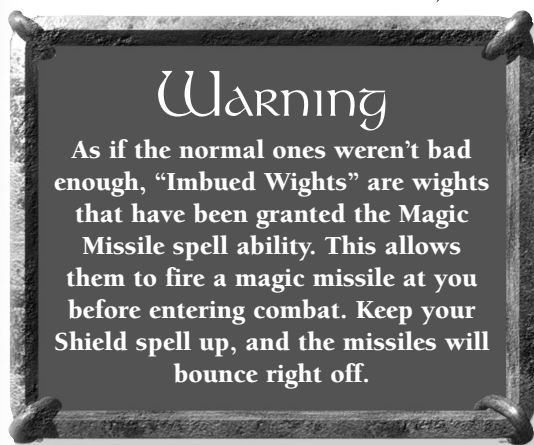


Figure 7.13 shows the third and last level of Kresselack's Tomb. As soon as you descend the stairs, you're going to find yourself face-to-face with a temple guardian who'll start screaming his head off. This in turn summons the rest of his undead buddies in the room to see what the commotion's about. Just out of sight on either side of the chamber are two groups of skeletons, scattered among the pillars. If you have two priests, have each one target on the groups of skeletons to the left and right with their turning abilities while your fighters cover them. Don't just focus on the skeletons, however. Throughout the room are spectral

guardians, wraith-like beings that are near invisible except for their weapons and armor. If you're not careful, they can swarm you and start killing party members while you're concentrating on the skeletons.

Maintain your position by the entrance and don't move too far to the north, west, or south. There are creatures in the north and south chambers that you don't want to draw into combat yet. The **north burial chamber (I1)** has a mummy, some shadows, and some lesser shadows, while the **south burial chamber (I2)** has a mummy, two imbued wights, a chosen zombie, and a few normal zombies. To make matters worse, the entrance to each tomb is guarded with **magic missile traps (I3)** just waiting for your party to step close.

While the northern burial chamber is somewhat manageable, there's no easy way to deal with the combat in the southern burial chamber. If you can, lure the wights and mummy out one at a time with a "bait" character (make sure he's tough enough to absorb the magic missiles from the wights, or else cast a Shield spell on him to make him invulnerable to the

magic missiles), then bombard the undead at a distance once they come into the open. Remember that mummies can only be hit by magical weapons or spells, so be sure to use any fire-based spells or oils of fiery burning (magic missiles work pretty well, too).

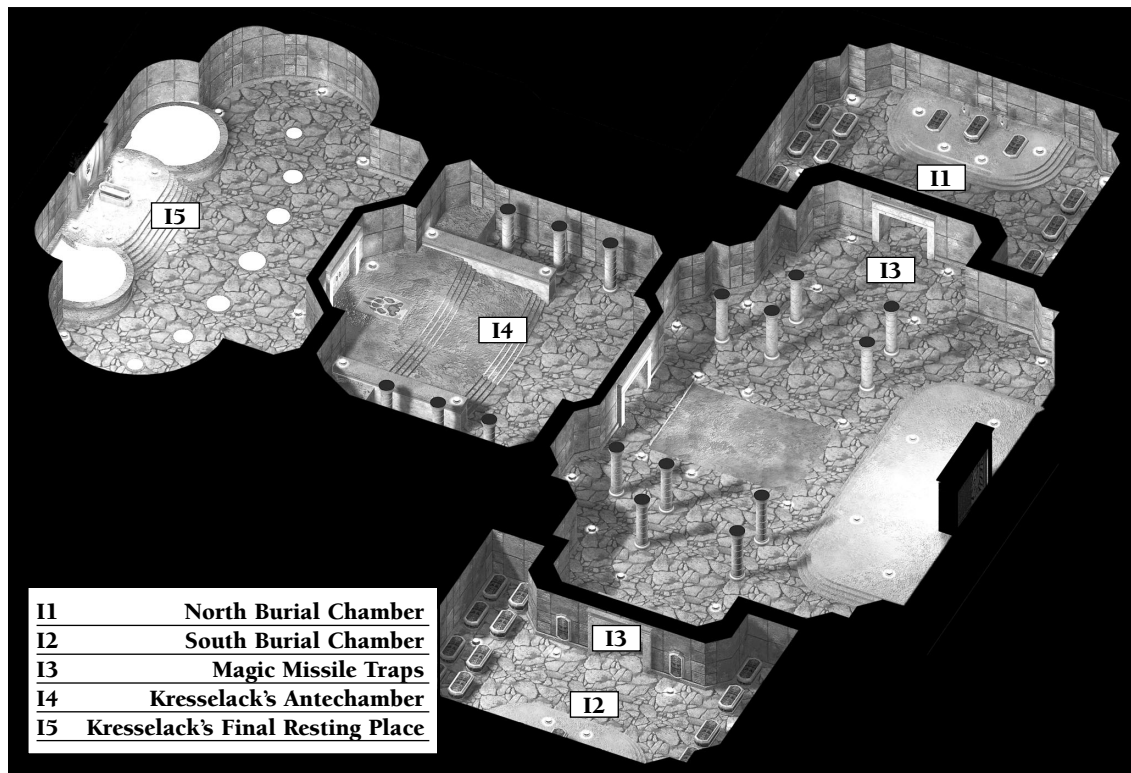


Figure 7.13: Kresselack's Tomb, Level Three

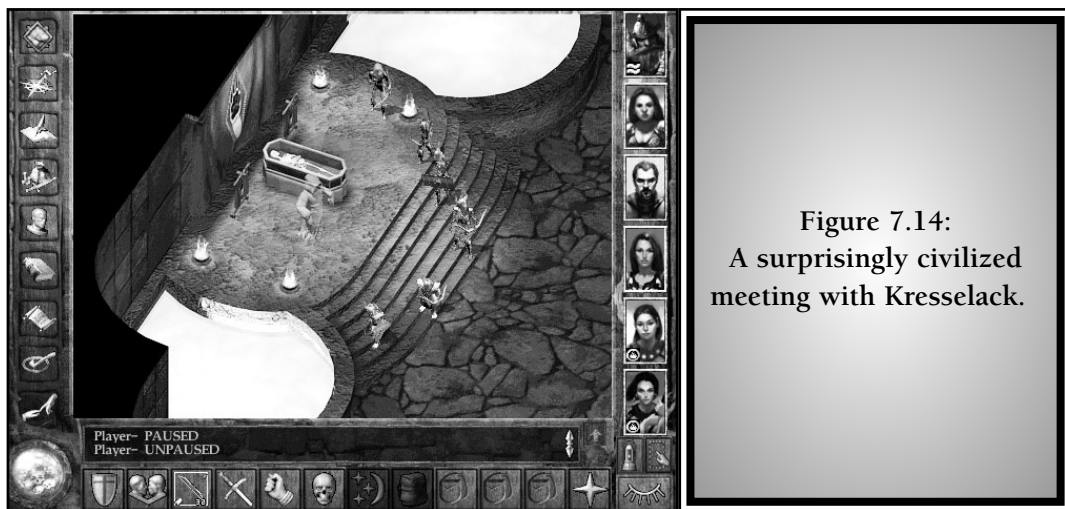
Tip

Kresselack's coffin can only be opened after you've killed Lysan. Be sure to search it after you tell him of your victory, and you'll get a nice selection of magic items.

Kresselack's antechamber (I4) is located to the northwest of the central chamber, and it's crammed with skeleton archers, temple guardians, and a skeletal mage right in the center. Hit the mage and archers first, then use standard antiskeleton tactics on the others. Once you've dispatched the guardians, head through the door to the northwest into Kresselack's final resting place (I5). Don't worry about having to fight anyone here. Kresselack, much like Mytos, is a pretty civilized undead spirit, and he wants to know why you've broken into his tomb (see Figure 7.14).

Confront Kresselack on the problems in Kuldahar, and he'll help you in exchange for your assistance in killing the Auril priestess, Lysan, who is camped out in the Vale Ice Cave (described earlier in the chapter). Once you kill Lysan, Kresselack will tell you what he knows of the evil befalling the region—which is to say that he knows nothing about it; he and the other undead in the Vale have nothing to do with the gathering evil.

Once you discover this, head back to Arundel in Kuldahar and tell him what you've learned.



Temple of the Forgotten God

Once you return to Arundel and tell him what you've found, he'll open up a new world map location to your party: the Temple of the Forgotten God, located in the mountains surrounding Kuldahar. It is home to an order of monks that guard a prophetic artifact called the Heartstone Gem.

Before leaving for the temple, unload all the items you've plundered from Kresselack's Tomb, rest up, and re-equip yourself with all the arrows and sling bullets you can carry. Most of the monsters you'll fight in the Temple of the Forgotten God are good to hit from a distance, and unlike the skeletons in Kresselack's Tomb, arrows will do normal damage against them.

The Temple of the Forgotten God consists of four areas: the exterior, the ground floor, the treasure chambers, and the main worship area. Be prepared for combat as soon as you travel to the temple, and make sure your mages are in the back of the party.

As soon as you arrive at the Temple of the Forgotten God (shown in Figure 7.15), you'll be approached by Red Toe, a fleeing verbeeg. He's running away from some combat within the temple, and he doesn't have time to talk. Learn all you can from him, then attack him once dialogue is finished (never pass up free experience points).

The only other point of interest on this map, other than the road back to Kuldahar (J1), is the temple entrance (J2). Head in when you're ready.

Tip

Keep in mind that you can rest on this map without fear of encounters. It's a great place to stop at when you are traveling around the world map to any of the locations in the game. Just pop in, rest, then head back out again.

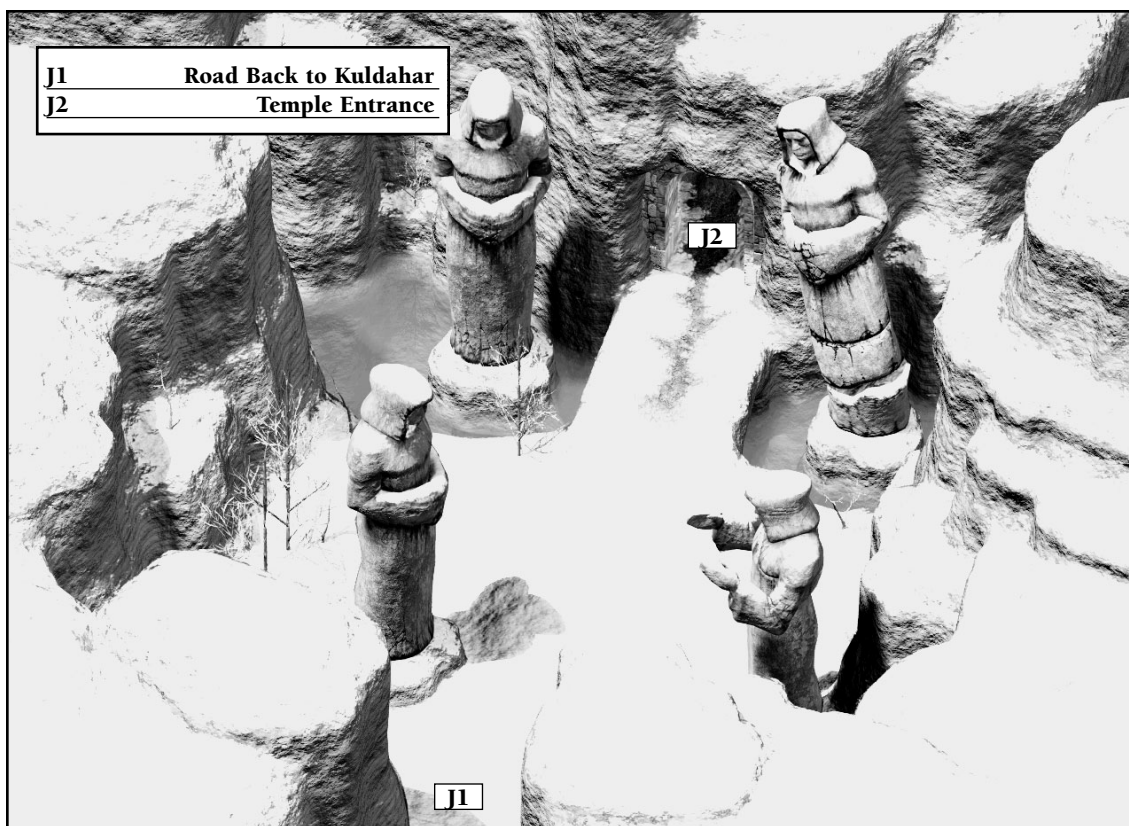


Figure 7.15: Temple of the Forgotten God, Exterior

Temple of the Forgotten God, Ground Level

Once you enter the temple, you'll be approached by an enraged acolyte, who will accuse you of having attacked the temple. It's impossible to reason with him, and he'll ring the alarm, calling the verbeeg in the area to his aid.

You'll quickly notice that the temple is filled with dead bodies: verbeeg, trolls, Talonite priests, and the Forgotten God's acolytes are scattered around the area. Use Figure 7.16 as a guide. Your party will enter from the **south corridor (K1)**. Your goal is to reach this level's exit, the **northern arch (K2)** on the other side of the map. Temple acolytes and verbeeg are scattered throughout this level, so proceed with caution.

The rest of the complex has a few acolytes and verbeeg wandering on their own, except for two main concentrations: one is the **temple library (K3)** to the northwest (see Figure 7.17), and the other is the **exit chamber (K4)** to the north. Before entering combat in the temple library, be certain the living quarters below it have been swept clean. If you get into a fight at the library, and the living quarters haven't been cleared out, you'll quickly find enemies on your back. In the exit chamber, watch out for the **sleep trap (K5)** on the stairs, and be sure to use the defensive wall formed by the stairs to your advantage, using missile weapons to thin out the enemy ranks on the floor below before they can enter close combat with you.

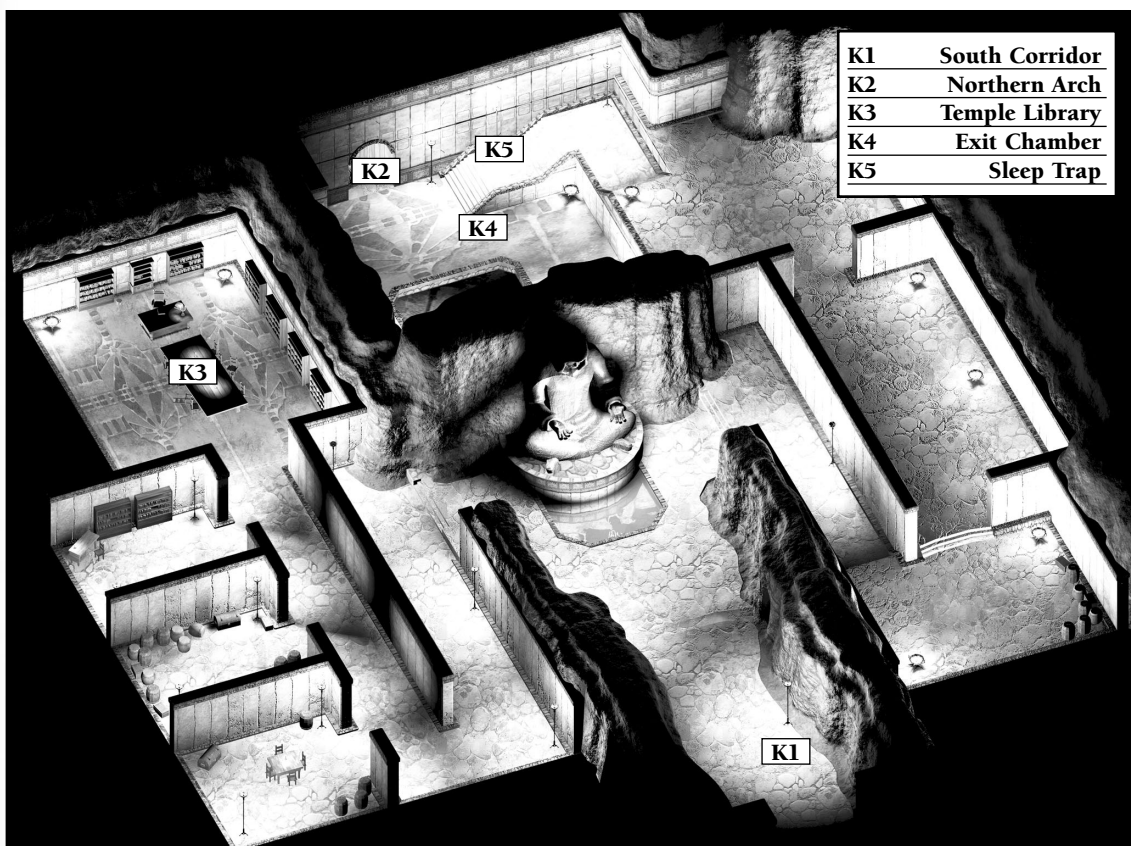


Figure 7.16: Temple of the Forgotten God, Ground Level

Make sure you search every shelf, chest, barrel, and crate within the temple. A lot of containers are just lying around, waiting to have their contents plundered.



Figure 7.17:

This library is where the acolytes study the fine art of defeating intruders. Maybe next time, they'll pay more attention to their lessons.

Temple of the Forgotten God, Treasure Chambers

More evidence of the temple's attackers, and the casualties both sides suffered, can be found on this level (see Figure 7.18). Your main opponents here are much like the ones on the previous level: acolytes and verbeeg. For the most part, the acolytes and the verbeeg will come at you one at a time, or in pairs, and you should be able to defeat them without too much trouble.

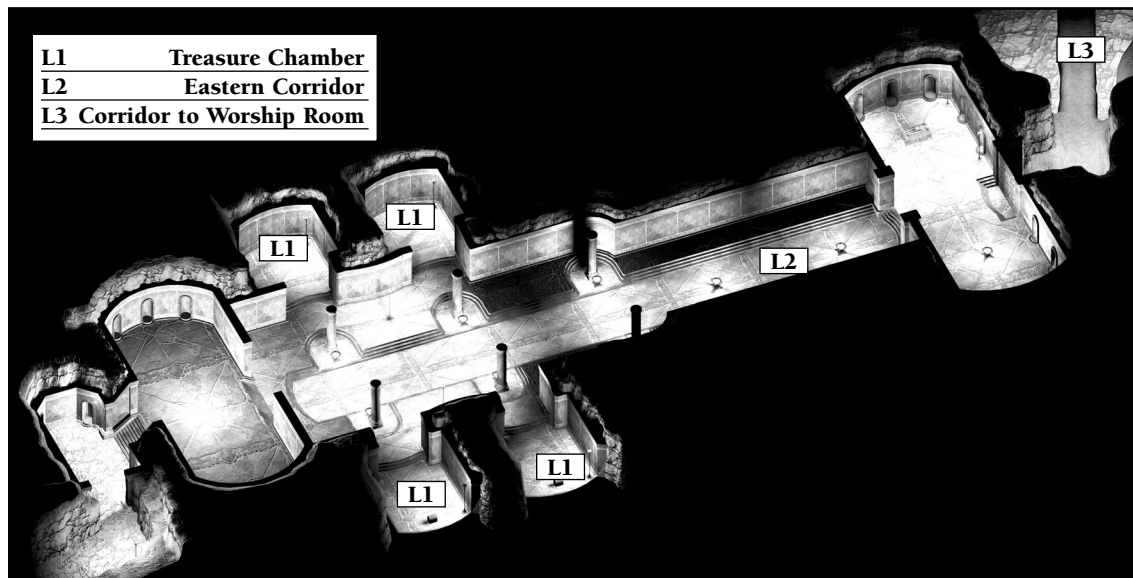


Figure 7.18: Temple of the Forgotten God, Treasure Chambers

Warning

Have your thieves lead the way here, or a priest with the Find Traps spell. Arrow traps are scattered across the triangular flagstones in the central corridor linking the treasure chambers.

Do not relax your guard, however. Even though the treasure chambers (L1) that branch off of the main room seem like easy pickings (besides the chests, each chamber usually contains only a lone verbeeg or acolyte), watch out for traps scattered amongst the flagstones of the main corridor. The traps are usually confined to the triangular flagstones, so tread carefully, with a thief or priest leading the way. Furthermore, even though the verbeeg and acolytes have been easy pickings up to now, they'll form one last line of defense at the eastern corridor (L2) that leads to the resting place

of their founder (and the worship room where the Heartstone Gem is kept). Before entering this section, prepare whatever area effect spells you have available. Then have your front line fighters keep the verbeeg occupied in hand-to-hand combat while your mages and archers destroy the acolytes from a safe distance. Once they're dispatched, you can then rest easy—that's the last combat in the Temple, and from here on, you're home free. Head to the corridor to the worship room (L3) to see what lies ahead.

Temple of the Forgotten God, Worship Room

No need to proceed with caution through this map, as there's nobody left alive (see Figure 7.19). You'll arrive on this map from the **southern entrance (M1)**. Scattered around the area are troll and acolyte bodies, all that remains of the battle that took place not long ago. Beside the **Talonite priestess corpse (M2)** in the center of the chamber (you can't miss her) is a vial of mysterious liquid. Make sure you pick it up and take it with you. If you don't grab the vial, you'll at least need to walk into the room far enough so you can see the altar. You'll know you've walked far enough into the room when the game updates your journal for you.

Your party will quickly discover that the object of your search, the Heartstone Gem, has been stolen from its resting place. Return and tell Arundel what you've discovered, and he'll send you to your next location: the caverns of Dragon's Eye.

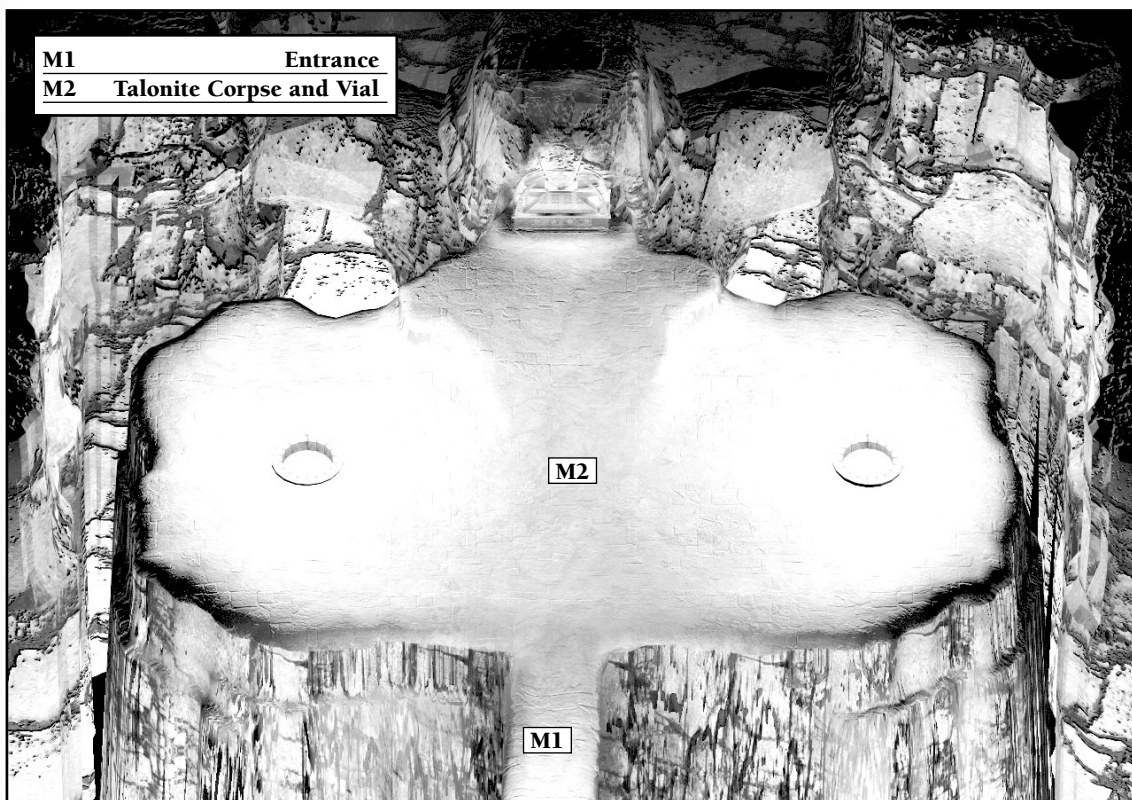


Figure 7.19: Temple of the Forgotten God, Worship Room



Chapter

8

DRAGON'S EYE

Beneath Dragon's Eye mountain lie four levels of twisting caverns. This sprawling complex is at least as massive as the crypts in the Vale, and its serpentine inhabitants are much nastier. Once you discover that the Heartstone Gem has been stolen from the Temple of the Forgotten God, Dragon's Eye is where you must go to reclaim it.

Be sure to rest up in Kuldahar, as this area is rough going for any party. The sheer size of Dragon's Eye (along with the few opportunities to rest) can wear down even the strongest adventurers. Resist the urge to tackle "just one more critter," or you'll be reloading a save game. Only head out when your party is fully rested and equipped.



Arundel and Kuldahar

When Arundel tells you of Dragon's Eye, it'll appear on the world map. Before jumping to it, however, you should equip yourself for the journey. Fill every available inventory slot with arrows, bolts, and sling bullets, as there'll be no chance to restock your missile weapons as you descend into Dragon's Eye.

You'll also want to keep some spells and items handy for the special monsters that await you in Dragon's Eye. You'll be fighting trolls (both ice and the "normal" varieties), hordes of undead (especially cold wights, blast skeletons, and poison zombies), lizard men, and several kinds of spiders (phase, wraith, and swords). Purchase a handful of antidotes for the spider poison and poison traps, Mummy's Tea for disease traps, and memorize as many Fireball spells and buy as many fire-based and acid-based spell scrolls as you can to keep trolls from getting back up. Also consider picking up some oils of fiery burning and

flasks of oil from Oswald Fiddlebender and any items that allow you to shrug off Hold Person and cold-based attacks (for the priests and cold wights you'll encounter).

Make sure that every member of your party has a magical weapon in his or her quick slot before you even hit the world map to go to Dragon's Eye. The world map politely dumps you into a nest of ice trolls, so you'll need to be ready immediately.

Dragon's Eye Exterior

Your party arrives on this map (Figure 8.1) in the middle of a group of ice trolls. They aren't very tough, but can only be hurt by magical weapons, so have fighters cover your archers and mages while they take out the trolls. Make sure you don't fall for the ice trolls "fall over dead" routine—keep hitting them even *after* they've collapsed to make sure you've killed them (or else they'll get back up, fully healed, in a minute or two). Clear out the southern half of the map first, then move (slowly) onto the bridge.

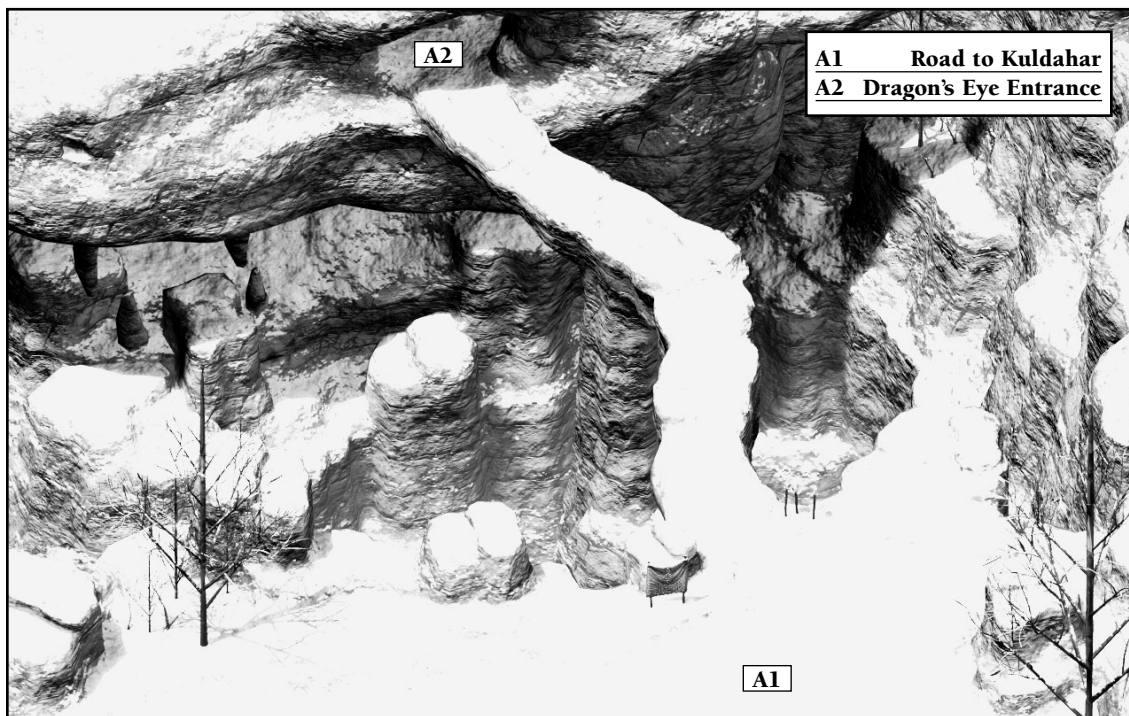


Figure 8.1: Dragon's Eye Exterior

There's nothing of any real interest on this map except for the **road back to Kuldahar (A1)** and the entrance to **Dragon's Eye (A2)**. Make your way carefully up the bridge, with the low armor class characters in front ready to wipe out any trolls that come your way.

Once you've defeated all the ice trolls, this map is a safe place to rest. You may need to return here a few times while clearing out the first few levels of Dragon's Eye. While it can be a hike to get back here, it'll prevent you from having to walk all the way back to Kuldahar.

Lizard Man Caverns

As shown in Figure 8.2, the Lizard Man Caverns are split into two sections, one where the lizard men gather and the much more dangerous area in the southwest where you'll find some of the nastiest spiders and beetles in the north.

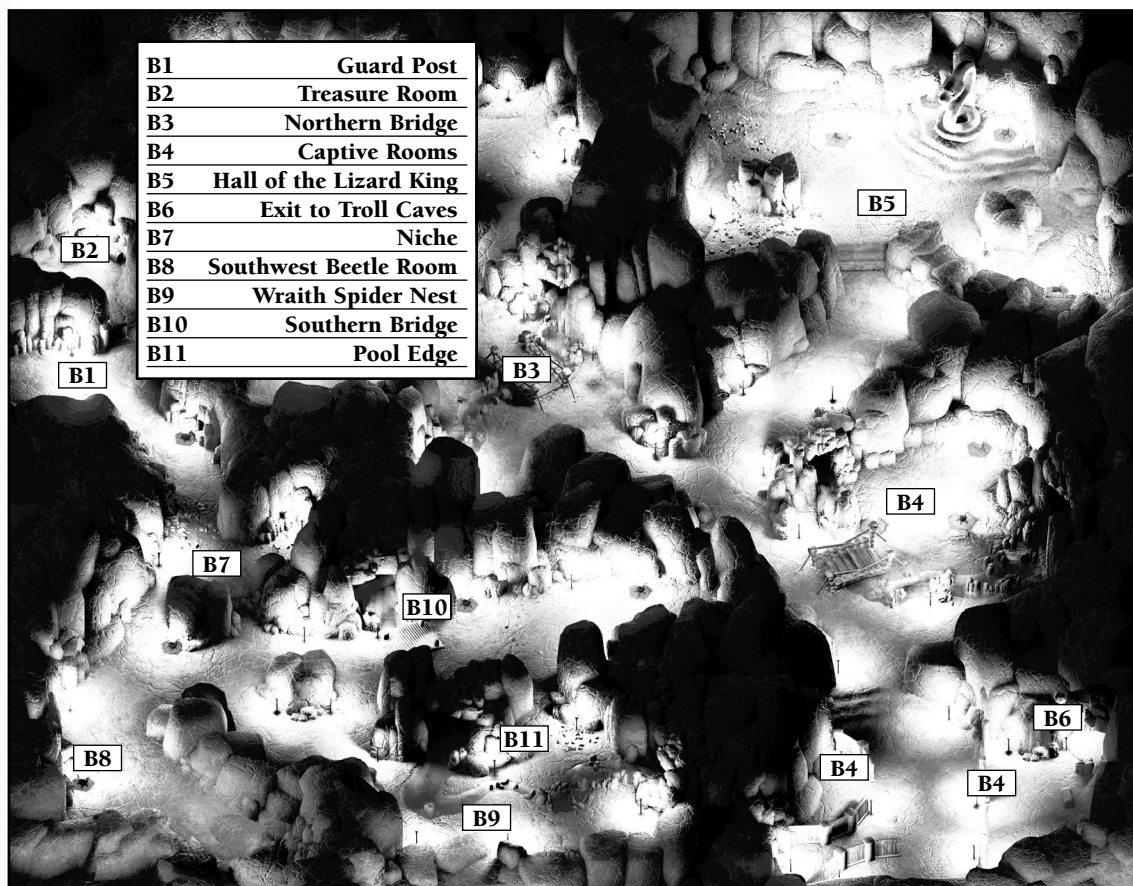


Figure 8.2: Lizard Man Caverns

Go after the lizard men first, as they have a roving patrol that wanders the caverns. As soon as they spot a dead lizard man (like the ones you'll be leaving at the entrance as soon as you arrive), they'll alert everybody else and come looking for you. Having a group of lizard men come up behind you is the last thing you want when fighting spiders, so clean out the lizard men first, then go after the arachnids.

As soon as you enter the caverns, you'll run into a **guard post** (B1) of two green lizard men and a red one (see Figure 8.3). They have melee weapons, and will attack you immediately. Once you've killed them, move slowly forward, dispatching any other lizard men that show up. When you've secured the area, head into the small **treasure room** (B2), open both chests and take the goodies. (These chests are also a great place to store excess loot you find in the Dragon's Eye levels, so you don't have to keep hauling it all back to Kuldahar.)



Figure 8.3:
We're here to see the
lizard man in charge.

Tip

Unlike the lizard men, the beetles and spiders are pretty lazy about chasing someone they can't see. You can trick a beetle or spider just by getting out of its line of sight. It'll usually return to its original position rather than try to hunt you down. Use this to take pot shots at them, then run away before they can catch you.

From here, you can head north or south. Travel south initially and wipe out the remaining lizard men guards so they don't jump you while your back is turned. Don't go any farther when you see a beetle or spider. Retreat for now and pay your respects to it later.

Heading northwards, you'll run across groups of lizard men. Be sure to watch your back. Several caverns loop around, and the lizard men will use them to get behind your party and attack from the rear when you aren't expecting it. Lizard men travel in packs, usually a few green (weak) ones, one or two red ones (tough), and shamans, which look

like red lizard men, but cast spells. You can usually recognize shamans in a crowd because they wield morning stars instead of spears. Head to the **northern bridge (B3)** and hold your position, shooting down anything that comes at you from the other side. Advance across, then head southeast to the three **captive rooms (B4)**, wiping out the lizard men wardens. Do *not* harm any of the captives—if you have area effect spells, keep them in check—and do not head into the northeast section with the big snake statue yet. The **Hall of the Lizard King (B5)** lies in that direction. The lizard king Lissspen is there, and he's the big boss of the level.

Oddly enough, Lissspen and his cronies (see Figure 8.4) won't attack you immediately when you enter the hall, but he will approach you to demand to know what you're doing there. If you're good, you can employ the same tactic you did with Mytos, and keep backing your party away from Lissspen, forcing him to "chase" you down the southern corridor and away from the rest of his tribe. When you've had your talk with Lissspen (there are no special paths in his dialogue tree, so don't sweat it), brace yourself, pause the game, and make sure you examine all the lizard men in the room with your cursor. Two of them are shamans, and aside from Lissspen, they're prime candidates for arrows and sling

bullets. The shamans like to cast Strength of One, Bless, and sometimes Entangle. Usually, they entangle their own guys, but sometimes they get lucky and get you as well.

Once you've defeated Lisspen and cleared the level of lizard men, you'll want to speak to the little girl that is standing by the **entrance to the troll caves (B6)**. She'll thank you for saving her and the rest of the villagers, and you'll get a nice amount of experience points for your efforts.

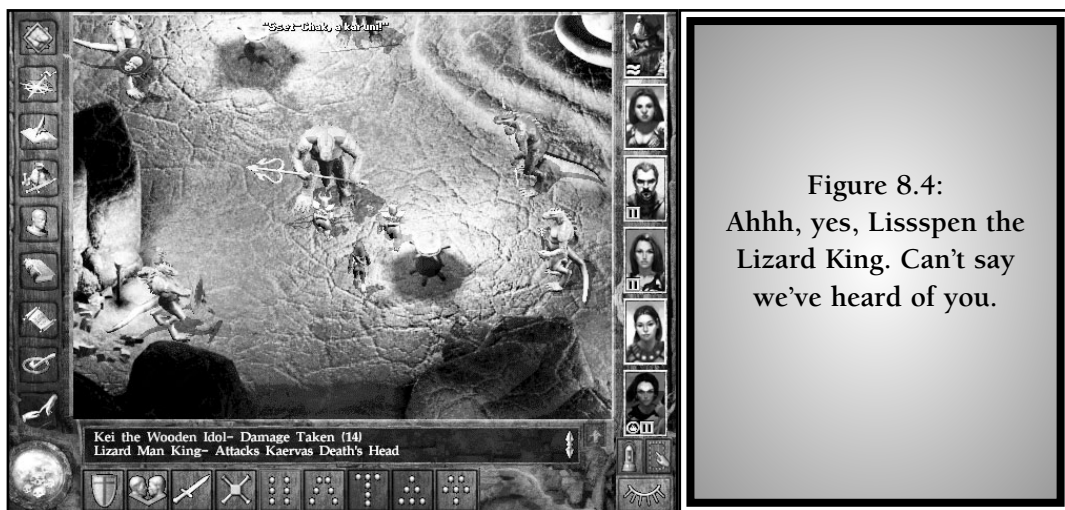
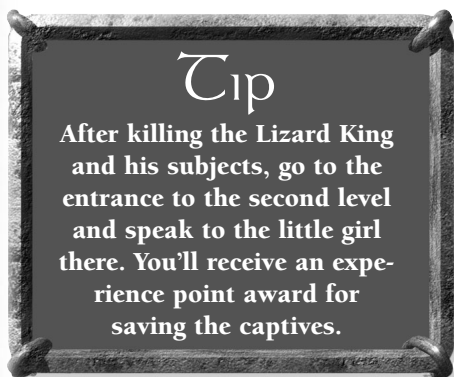


Figure 8.4:
Ahhh, yes, Lisspen the
Lizard King. Can't say
we've heard of you.

Once you've wiped out the lizard men, loot the statue in their chamber, and then prepare yourself for the beetles and spiders in the southwest section of the level. If you'd rather leave them be, head for the exit to the Troll Caves or return to Kuldahar to rest.



While the bombardier beetles can be irritating with their acid attacks that deafen your party, the spiders are especially aggravating. General advice: advance slowly, take a few shots from a long range, then run (the beetles and spiders will return to their normal patterns). Have both normal missile weapons and magical missile weapons/melee weapons in quick weapon slots so you can switch between them quickly. The bombardier beetles are the only type of beetles in this section, but the spiders in this area come in three varieties: phase spiders, sword spiders, and the worst, wraith spiders.

You can use your environment to your advantage against the spiders and beetles. The **niche (B7)** by the entrance comes in handy, as it provides a clear shot into the adjoining corridor. If you can trick the beetles or spiders into the corridor (they may wander in while trying to follow you), you can shoot them and they'll be unable to attack you. The biggest clumps of beetles are in the **southwest beetle room (B8)** and the biggest clump of spiders is the **wraith spider nest (B9)** east of this area.

The wraith spider nest is actually easy to deal with, provided you go across the **southern bridge (B10)** first and kill the phase spiders and the sword spider in the room there (when you cross the bridge, just hold your ground—the phase spiders will come to you via a Dimension Door effect when they see you, so charging them is useless). Then

head down to the **pool edge (B11)** by the dead body, where you'll have a clear shot into the wraith spider nest. They can't reach you to fight back, so it's like shooting fish in a barrel. Plunder the dead body by the water's edge (it's poor Erevain from Easthaven). Take his broadsword, journal, and other items.

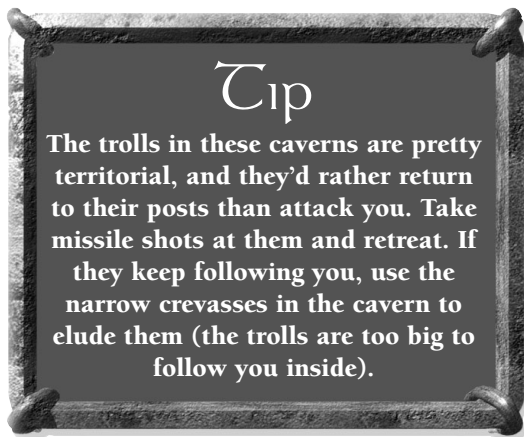
From here, you can go back to Kuldahar or down to the next level. Consider the following points before descending:

- ✧ It's a long hike back to Kuldahar from this point on, so minimize the need to retreat by being cautious. Don't waste your spells or charge into melee combat with everything you see.
- ✧ Your toughest opponents on the next level are trolls. Make sure you have a lot of acid- and fire-based spells memorized (Flame Arrow, Acid Arrow, Burning Hands, and so on), as trolls can only be permanently disposed of with acid or flame attacks.

Caverns of Talona

This section of caverns, shown in Figure 8.5, has been taken over by the priests of Talona, the goddess of disease and pestilence. Only a few of her priests are in residence (fortunately), but the lack of unholy men is more than made up for by the number of trolls crawling all over this level.

When you enter from the **northern archway (C1)**, you'll be attacked by lizard man sentries. Dispatch them, then decide where you want to head next. The eastern route is easier at first, but since you'll have to fight through both ways eventually, it doesn't really make a difference. As you walk east from the entrance, you'll run across a few tough lizard men and some beetles and even a couple of phase spiders.



Continuing eastwards past the phase spiders, you'll encounter a long string of beetles, leading all the way into a **beetle nest (C2)** in the north-east "peninsula" cavern. The beetles are mostly bombardier beetles with a few boring beetles, so make sure you've got some acid resistance items and missile weapons handy to hit them before they can get close and shoot their acid attacks at you. It's worthwhile wiping all these critters out, because there's a pile of magic items at the tip of the peninsula.

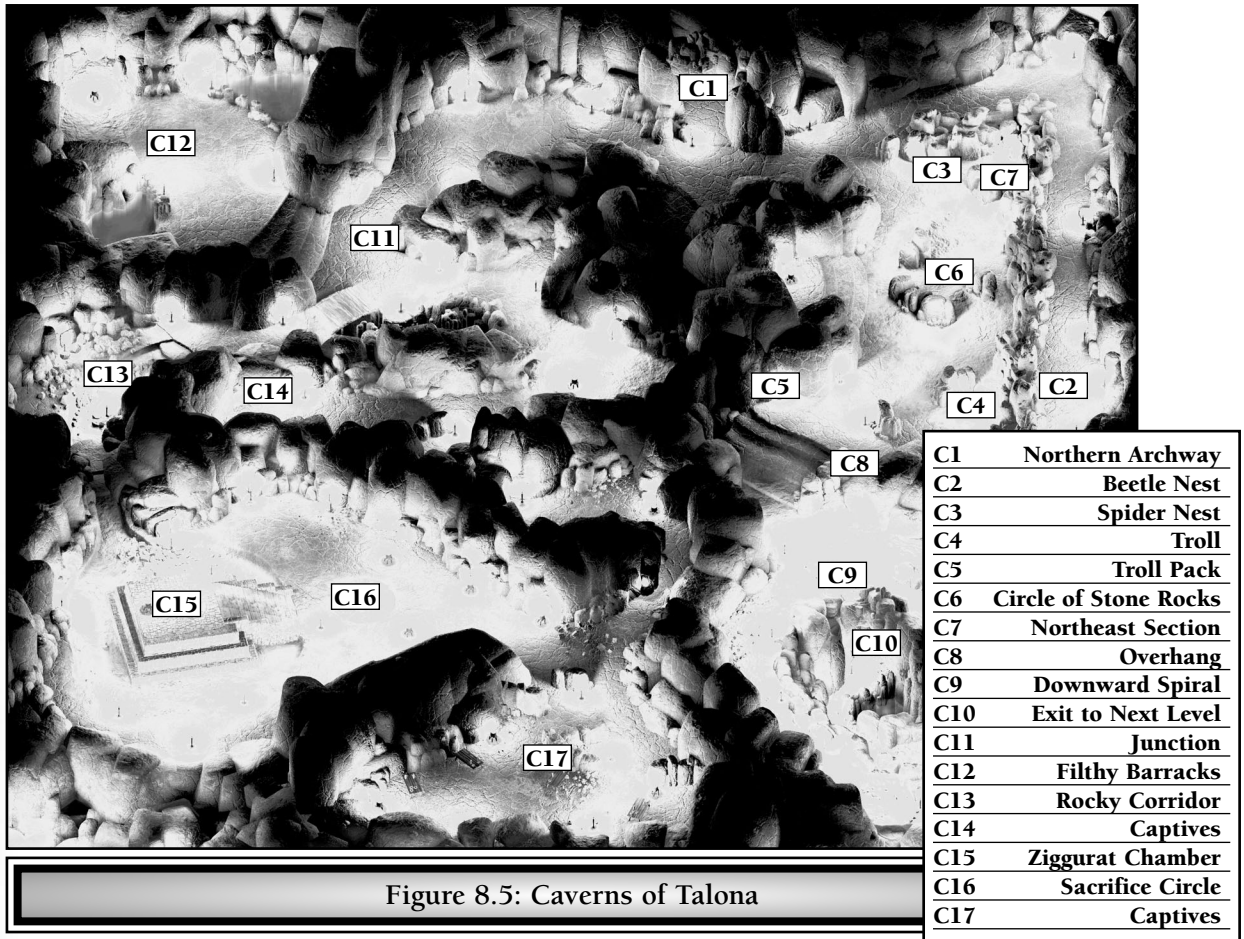
There is also a **spider nest (C3)** in this area. Tread cautiously, since the spiders are here to lull you into thinking the whole area's just like

the last level. Don't be fooled. There's a lone **troll (C4)** and a **troll pack (C5)** by the south-west stairs. If you charge into either of these areas, you're going to be taking some damage. Walk slowly forward until you can see one troll at a time, then run when they attack (don't be brave and stand your ground because there are more trolls later on in this level). Fireballing the troll pack by the stairs isn't a bad idea, though you might need to fire two or three to really cut them down.

The Caverns of Talona have several natural defenses you can exploit to thwart the trolls. In the middle of the cave, the **circle of stone rocks (C6)** has a few nooks that the trolls can't fit through, and there is a narrow squeeze by the pillar in the **northeast section (C7)**. As soon as the trolls realize they can't reach you, they usually wander back to their guard positions. If they don't, you can slaughter them with missile weapons from your safe spot.

Once you've cleaned out the trolls, go to the **overhang** (C8) with your best archers and look for any more targets in the room below. Run if any trolls come up the stairs to the west after you.

Past the stairs and the overhang is the **downward spiral** (C9) that leads down to the next level. A lot of trolls are scattered along the spiral, but the close quarters and narrow corridors make them more manageable than the pack by the stairs. At the bottom of the downward spiral is the **exit to the next level** (C10). It's recommended you don't go through here yet. If you really want to, though, be sure to read the paragraph at the end of this section for some tips on what you'll be running into.



At this point, if you're still healthy and stocked with spells, you can crack the western side of the level. It might be better to go back to Kuldahar to rest, restock arrows, and get some more fire-based scrolls, flaming oil, and other fire and acid-based items, as there are still a few more troll packs to deal with. Some more antidotes and Mummy's Tea can't hurt either, since there's still quite a few wraith spiders running around, too.

Heading west from the entrance to this level, you'll run into a few lizard men, but your real challenge will be at this **junction** (C11). A set of stairs to the west lead up to a **filthy barracks** (C12) filled with spiders and a pack of trolls. Be prepared to flee the level if you get mobbed.

At some point you'll have to head down the **rocky corridor (C13)**, which has a few trolls in it. Having a full troll barracks at your back while you're fighting through the corridor could be a problem. Your other possible choice isn't too much better, but you'll definitely want to explore it: There's a small side corridor south of the barracks, guarded by several lizard men shamans and a small bunch of wraith spiders. Be careful with your area effect spells, because at the end of the corridor is a small group of **captive children (C14)**, one of whom is Sheemish, the son of Conlan the Blacksmith in Kuldahar. To rescue Sheemish and allow him to head back to Kuldahar, you'll need to have killed Lissspen in the level above, and all the shamans, lizard men, and spiders between Sheemish and the exit. When you've cleared an escape route for him, you'll get a chunk of experience. If you head back to Kuldahar, speak to Sheemish in Conlan's shop, and Sheemish will give you a key to one of Conlan's chests.

After you clean out the rocky corridor (and possibly the barracks), you may want to return to Kuldahar. The **ziggurat chamber (C15)** is the last major battle for this level, and it pays to be fully rested. Your opponents will be in two groups—a pair of trolls and a priest on top of the ziggurat (see Figure 8.6), and a second group of trolls and three priests of Talona by the **sacrifice circle (C16)** east of the ziggurat. Be cautious when using area effect spells by the sacrifice circle: Mother Egenia, a captive, is held there, and you don't want to kill her since she can heal your party when rescued and allow mages to rest.



Equip everyone you can with missile weapons and run into the section of the room directly west of the ziggurat and hug the ziggurat wall. The trolls can't reach you, so shoot the priest on top of the ziggurat with everything you've got before he can cast any spells. From there, move slowly east, luring trolls to their deaths one at a time, then head for the sacrifice circle and dispatch the three remaining priests. Free Mother Egenia, listen to her story, and accept her healing powers. From there, you can visit the **captives (C17)** in the two rooms nearby. (Take note that once you free Mother Egenia from the priests and descend to the next level, she'll move to the downward spiral so it's easier to reach her and heal up.)

Your next challenge is the level below. As soon as you descend, you'll be attacked by a horde of cold wights raised by the mistress of the level, so make sure you're prepared for the following:

- ✧ The majority of opponents you'll face on the coming level are cold wights. They come at you in packs of six or more. If you have any items or spells that protect the party from cold, use them before your descent. These anti-cold defenses will also come in handy against the blast skeletons, who let loose with Snowball Swarm spells when hit.
- ✧ Cold wights require magic weapons to hit them. Make sure you're armed appropriately, and don't waste cold or electrical attacks on them. If you're going to fight them hand to hand, crushing weapons tend to work the best.
- ✧ Priests should start polishing their holy symbols. Turning undead will be a big help.
- ✧ The next level, of all places, is where you should never follow a creature running from battle. It will undoubtedly lead to a new band of cold wights (ones that *aren't* running from you) and put the party in danger.
- ✧ Fill your mage spell slots with as many area effect fire spells as you can. Magic Missile is good, too.
- ✧ Save your game before you exit this level.

Presio's Domain

You'll enter this level (see Figure 8.7) from the **northwest arch (D1)** and be immediately confronted by an undead lieutenant of Presio (the priestess of Talona that rules this level). With the lieutenant is a horde of cold wights. Have the priests turn what they can, and have your fighters lock blades with the lieutenant. After you've killed everything you can see, ready yourself for another fight like the first.

With the exception of the **blast corridor (D2)** to the southwest (see later on), almost every other open space in the western half of this level is filled with a horde of cold wights. Keep your party's formation tight, and clear them out one by one by moving slowly, luring them in when they see you, and then repeating the process. Three things can disrupt your tactics, however.

One is that there are traps placed on many of the plank walkways that crisscross this level. If you can, have a priest cast Find Traps, or have one of your thieves keep an eye out for them. If you have neither a priest nor a thief, just try to stay off the plank walkways as much as you can, or else you'll find yourself peppered with poison and disease darts.

The second is the presence of blast skeletons. They're scattered around the area in significant numbers, with at least one group in the blast corridor mentioned above. They're not too tough, but when hit, they fire off a Snilloc's Snowball Swarm spell, which can take a lot of hit points off anyone engaged in melee combat with them. Try to have cold defenses up against this, and when possible, try to kill Blast Skeletons from a distance with missile weapons.

The third problem is that Presio controls more than one undead lieutenant. They are at all the following **stations (D3)**. You don't have to fight them all, but they're worth a good chunk of experience points if you kill them.

The big room in the southwest section of the map is the **chamber of winds (D4)**. Do not enter it unless you've saved your game first. Not only is an undead lieutenant guarding

the room, but twenty or more cold wights and four or five blast skeletons are waiting to jump you. Use the tactics you had ready when you first entered this level (if you have to go back to Kuldahar to recharge, do it). Once you've cleaned this room out, you're almost home free. There's only one more major battle with Presio on this level, and then it's on to the next.

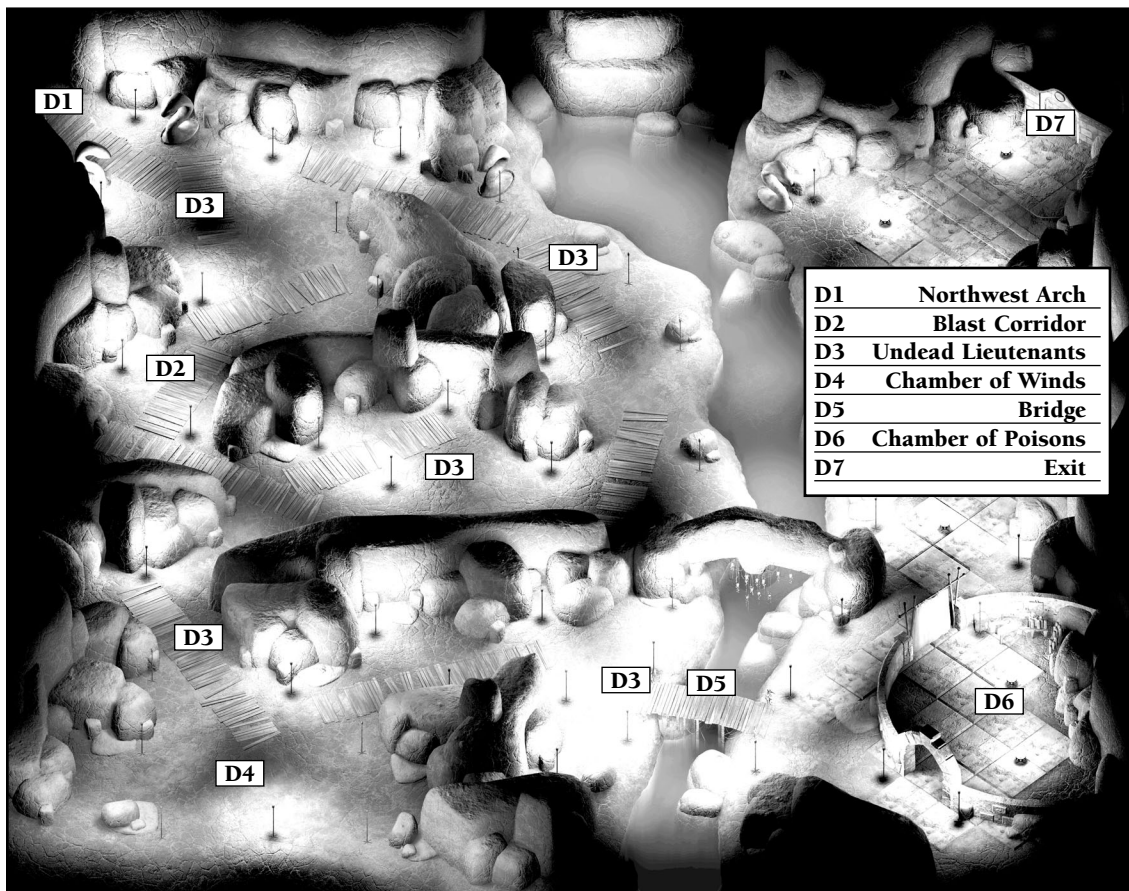


Figure 8.7: Presio's Domain

First, though, you'll have a brief fight at the **bridge (D5)**. Watch out as you approach this area (shown in Figure 8.8). Even though Presio has an undead lieutenant on the bridge, it's intended to distract you from the blast skeletons hiding to either side of the structure. Wipe them out first, then speak to the lieutenant if you want. It will quickly become obvious that Presio is deeply concerned that you've made it this far. She'll warn you to turn back, "or else." Ignore her and smash this last lieutenant to shards. Be careful when crossing the bridge, however—there's a glyph of warding trap waiting to be sprung, so have your thieves scan the area.



Figure 8.8:
Presio's last attempt to
dissuade you from
putting her out of her
misery.

Tip

If your thief is tough enough (or has a scroll of Fire Resistance) have him or her hide in shadows or go invisible and sneak into the room next to Presio. Have a mage toss a Fireball or two into the revealed area (watch out for magic missiles from the imbued wights, though), then have the thief backstab the priestess for good measure.

Your last major battle is in the **chamber of poisons (D6)**. No doors close off this room, so make sure you don't enter visual range of the arch, or its occupants will start lurching out whether you're ready or not. Rest up, restock, get spells ready, polish holy symbols, and prepare to face your last horde of opponents on this level. The chamber of poisons is filled with poison zombies, a few imbued wights, and Presio herself, who can be found in the center of the room. Make sure you have some antidotes for the poison zombies (Presio also has some in her desk, but you'll have to kill most of the monsters to get to them). Presio is a cleric-mage who

loves casting Cloudkill (which doesn't affect undead), so take precautions against this spell if you can.

After defeating Presio, loot her body, then search her room...carefully. There's a barrel and some tables, but be sure to check for traps before popping the lid of any container you find.

From here on, only a few poison zombies and traps block your way to the north. You should be able to take them out with missile weapons before they can enter close combat with you. If you have a thief, use him to keep an eye peeled for traps, as there are many glyphs of warding and poison dart traps scattered throughout this northern area. Head to the exit (D7) and then down to the next level. No cautionary advice is needed here—you'll find the level below pretty safe...at first. Still, no trouble will find you unless you go looking for it, so you'll be safe enough until you feel adventurous again.

The Eldathyn Temple

The layout of this area is shown in Figure 8.9. You'll descend to the **antechamber (E1)** where an Eldathyn priest named Albion is waiting. He'll be surprised to see you and will

welcome you to the temple. Albion will be helpful and cooperative, and if you're in need of healing, he'll tell you to seek out a woman named **Sharra** (E2) in one of the side chambers.

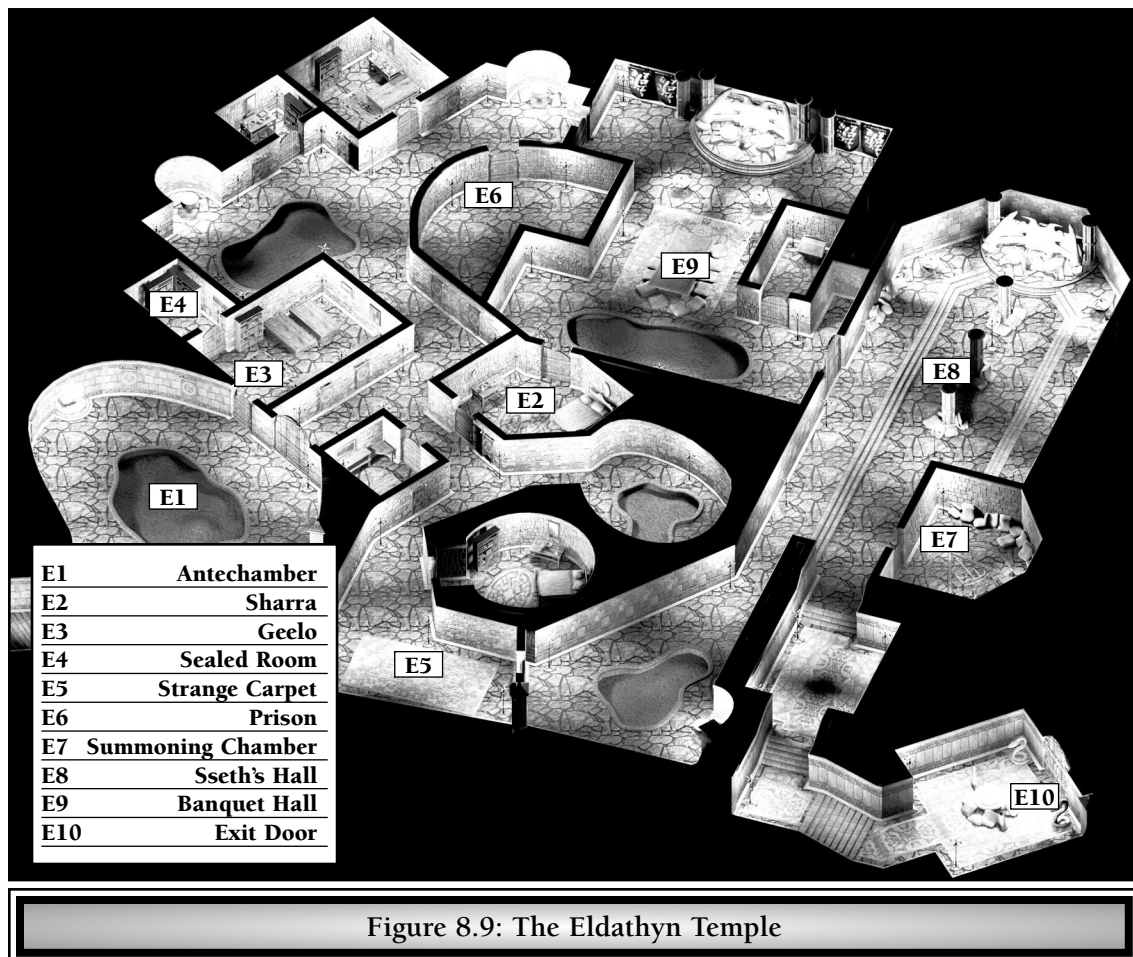


Figure 8.9: The Eldathyn Temple

Head there to rest and recover your spells and hit points. Albion will also tell you that you're free to enter the temple, but not to open any of the locked doors on the level, as they lead to "sacred chambers."

Suspicious yet? You should be. Still, as long as you don't open any doors you're not supposed to, this is a great place to get your second wind.

Wander the area, speaking to the other Eldathyn priests on the level. Plenty of containers are available to loot (you also might want to pickpocket some of the "name" priests, though you'll end up fighting them all at some point anyway). One of the Eldathyn priests is the librarian Geelo (E3), who will invite you to peruse the library but will also warn you not to open the **sealed room** (E4) to the north, where the "sacred texts" are kept. (If you need Geelo out of the way so you can open the sealed room, a non-Lawful character with greater than a 13 Intelligence can trick Geelo into walking out of the room by saying that Albion wants to speak with him.)

Tip

Before you blow the lid off this level, make sure you go speak to Geelo and buy all the magic scrolls you can from him. You'll never get another chance once combat begins, so take advantage of his store now.

everything you can. Heal and rest up with Sharra. Buy all the scrolls you can from Geelo. Make sure you have some antidotes and any potion, scroll, or spell that lets you throw off Hold Person spells. Read the next few paragraphs carefully (there's a lot going on), then save your game.

When the complex goes on alert, the phony Eldathyn priests on the level immediately turn hostile. They cast Animal Affinity spells (giving all their attacks the ability to poison you), turn on their chameleon powers (lowering their armor class), and try to hunt you down. Geelo the librarian warms up his magic user arsenal. This is bad news since he loves casting Slow and Ice Storm every chance he gets. Sharra remains in place and heals any wounded Eldathyn priests that come to her. The High Summoner in the summoning chamber (described later) and his two priest cronies proceed to call forth a group of trolls or lizard men every minute you're in the area, and they'll come looking for you.

Warning

If a paladin speaks to Albion, prepare yourself for a battle royale. A paladin will automatically sense Albion's evil aura, thus exposing him. This will earn you an experience point award, however, equal to the award you would get for investigating the level, and then exposing Albion.

new response that allows you to confront Albion on what you've found on the level. When you do, you'll get a huge experience point reward for exposing the "Eldathyn" temple for what it is. (You can also get the same experience point award by having a character with over 15 Intelligence ask Albion about the Heartstone Gem, then tricking him into saying more than he should know.)

If you want to take out the complex munchkin-style, make sure you've either opened the sealed room, seen the strange carpet, or have a character with an Intelligence greater than 15. Have one character cover Geelo, preferably a thief who is hidden in shadows (you

None of the Eldathyn priests claims to know anything about the Heartstone Gem. They are lying. The "Eldathyn priests" are actually worshippers of Sseth and servitors of the yuan-ti, who are running the show in Dragon's Eye under the direction of their queen, Yxunomei. The yuan-ti are hiding out in the locked chambers on this level. As soon as you run across them, the Eldathyn cover is blown and the temple turns into a blood bath. So don't open any locked doors until you're ready for the consequences.

So, how best to tackle this area? Well, first off, explore all the rooms that aren't locked and take

If you're interested in learning part of the story, pick open one of the locked doors and confront the yuan-ti within (see the descriptions of the rooms later on to see which one is best). The yuan-ti give you a speech about domination and their status as the superior race, then attack. Alternately, you can open the door to Geelo's sealed library, examine the books there, or else head to the southern end of the complex and walk across the **strange carpet (E5)** there (you'll know you've hit the right carpet when you get a text description floating over your characters as they walk), then come back and speak to Albion. When this occurs, you'll get a brand

might want to pickpocket Geelo first as well, but be sure to save first). Send another character (preferably the high Intelligence one) to cover Albion. Have your remaining party members ready to rush the summoning room (described later on). Start the madness by speaking to Albion and exposing him, getting the experience point award. As soon as dialogue ends, have the character covering Geelo attack him. Keep attacking him with a fast, accurate weapon until he's dead. Have the party member assigned to Albion either go to help the character attacking Geelo or else try to kill Albion as quickly as possible (make sure you grab Albion's key when you're done with him). Albion isn't as big a threat as Geelo, so wiping him out shouldn't be as high a priority. The four remaining characters (preferably armed with anti-Hold Person spell items and spells, and prepared to deal with any summoned trolls with fire- or acid-based items) should storm the summoning chamber and kill the yuan-ti within before they can summon any allies. (If these summoning yuan-ti are left alone, they'll summon so many trolls and lizard men, it'll be frustrating to try and fight them all.) Then the party members should regroup in the antechamber and take out any of the creatures that come looking for them.

Here's what you can expect from each of the other chambers on this level. The **prison (E6)** is where you'll find a group of four adventurers who were captured by the yuan-ti. They will auto-initiate dialogue with you as soon as they see you; then, if you haven't killed all the yuan-ti yet, they'll run out of the room and start attacking any of the critters they see. If you've already killed all the yuan-ti, then you can ask them to guard you while you rest (which is helpful if you don't want to make the long hike up to the upper levels). You'll notice that the presence of these adventurers was not included in the munchkin-style strategy previously, and the reason for this is the following: first, any critters these adventurers kill is experience points that your party won't get. Second, it's very easy to accidentally hit one of these adventurers with an area effect spell, at which point, they'll turn on you and start attacking you. Third, you'll want to keep them safe to exploit their resting later on—and if you're really monstrous, you can also kill them when they've outlived their usefulness, getting the experience points for killing them and their selection of minor magic items, which you can sell for some good amount of cash. Note that these adventurers will disappear after you kill Yxunomei on the level below, so the best time to wipe them out is right before you face Yxunomei. Use them to rest, get all your spells and hit points back, then kill them quickly.

If you want to free these adventurers to help you, go ahead. They're pretty competent in combat, and they can help trim the opposition for you. In any event, the next chamber you'll want to know about is the **summoning chamber (E7)** where the High Summoner and two of his priests are stationed. As soon as the alert is sounded, the High Summoner will initiate conversation with you, and then all the yuan-ti in the room will start summoning trolls and lizard men. Take the yuan-ti out with Fireball and Silence spells, or else send some rapid-attack fighters in there to keep them busy and disrupt spell-casting. The less trolls and lizard men these guys summon, the better.

Next, there is **Sseth's hall (E8)**, where a squad of yuan-ti elite is hanging out. These super soldiers are tough melee opponents. With them is a group of Eldathyn priests that are probably hostile to your presence by now, so brace yourself for a big fight. After you've dispatched them, be sure to search the idol in this room and check all the cushions for loot.

Last but not least is the **banquet hall (E9)**, where the High Ritualist of the yuan-ti is devouring human captives with eight of his yuan-ti allies and some Eldathyn priests

looking on (see Figure 8.10). If you enter this room, the High Ritualist will initiate conversation with you, then attack. Ignore his cronies and hit him with everything you can. He's the only spell-caster of note in the room, and the sooner he's dead, the sooner you can wipe the floor with his allies. After you've killed them all, be sure to plunder the idol and the altar in the side chamber for some additional goodies.

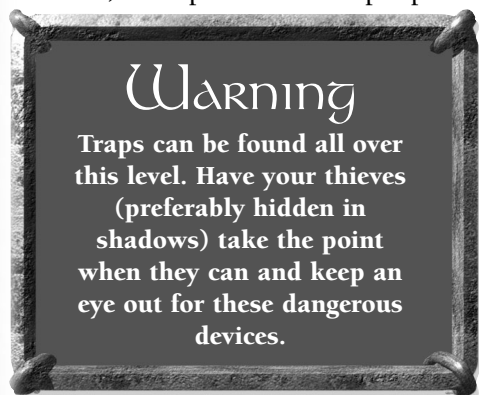


Once you've cleaned out this level, take the key you snagged from Albion and use it to open the **exit door** (E10) in the southeast portion of the level. This will take you down to the main lair of the yuan-ti and a meeting with their horrid queen, Yxunomei.

The Vaults of the Yuan-Ti

The mistress of the yuan-ti, Yxunomei, has her quarters here. She's behind the theft of the Heartstone Gem, and is the one responsible for Kuldahar's vanishing townspeople.

The majority of your opponents on this level are standard yuan-ti soldiers, elite, and priests and their histachii creations. Each one has a lot of hit points, does a lot of damage, and is just plain nasty. Make sure you stock up on antidotes, Mummy's Tea, and any item or spells that will allow you to resist Hold Person spells (there's a *lot* of priests on this level). The priest Find Traps spell is invaluable here.



As you can see in Figure 8.11, this entire level is shaped like a serpent, with a segmented series of corridors and small side branches that lead off from the main serpent body. Although you can walk directly to the "head" of the serpent for the final battle without even entering these side rooms, it's not recommended. If you do, all the creatures in the side rooms you haven't killed will rush to answer the alert from the head when combat begins there. It's to your advantage to wipe out everything on this level before jumping into the final battle.

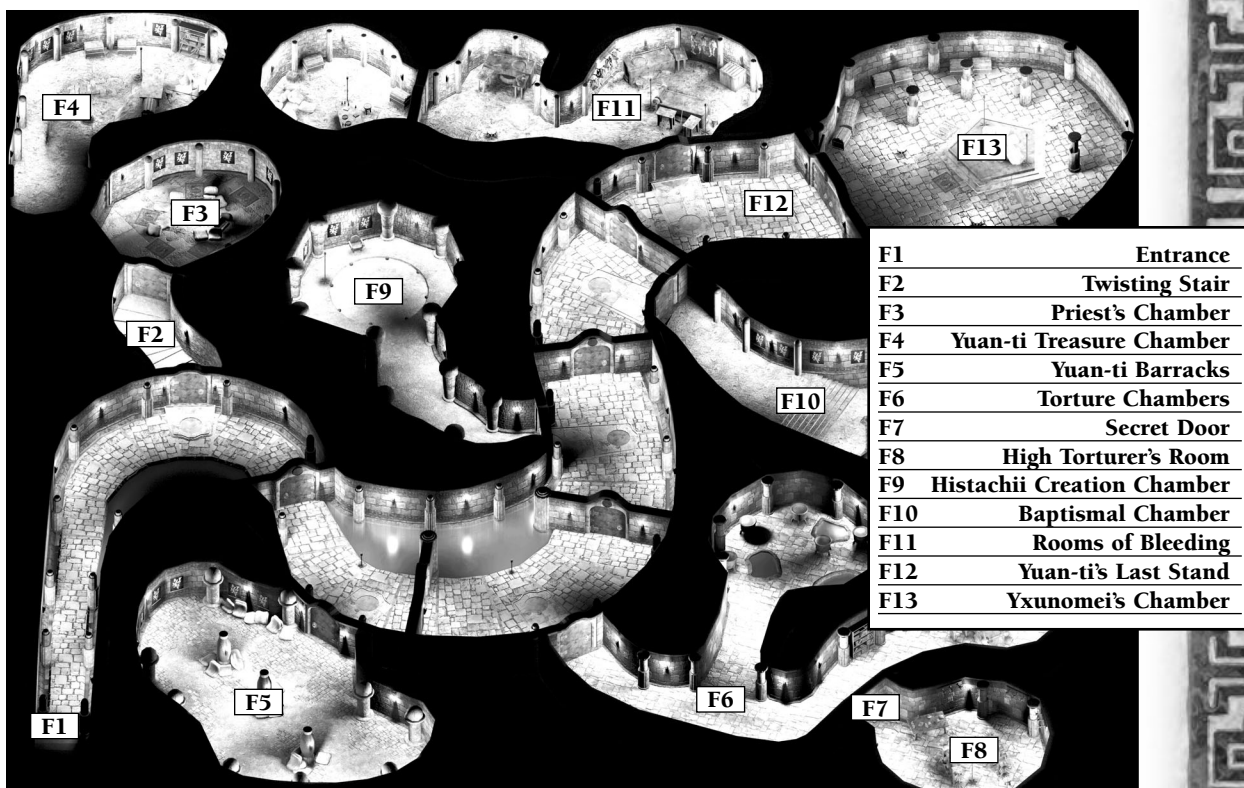


Figure 8.11: Caverns of the Yuan-Ti

As soon as you enter this level, you'll encounter a little red-haired girl who is actually an illusionary projection of Yxunomei (see Figure 8.12). This projection is waiting for you right at the entrance (F1). She'll make some cryptic comments and then Dimension Door



Figure 8.12:
Why, it's a cute little red-haired girl. She is, of course, a projection of a horrific demonic entity.

away. You'll encounter her several times throughout the main corridor, with exactly the same results, so prepare to explore the rest of the level. Watching out for yuan-ti guards and priests, take the first branch from the main corridor, which leads to a **twisting stair** (F2). It has a Death Fog trap on one side of the stairs, so watch where you step. The twisting stair leads to a small **priest's chamber** (F3) with a yuan-ti priest and some guards, then to a **yuan-ti treasure chamber** (F4) with a priest, and a few elite and standard yuan-ti soldiers loitering around. Don't run into the treasure chamber. Stand at the entrance and slowly lure them towards you.

Your next stop is another **yuan-ti barracks** (F5). Make sure you're fully rested before going in—there's a horde of yuan-ti elite archers and standard soldiers led by a High Archer (a super archer with great magical bow) inside, and they can do a lot of damage very quickly. Break in, try and lure them out if you can (hit the yuan-ti archers first, so you can scavenge their magical arrows), then when you've killed them all, loot the room (be sure to check all the cushions and specially the bodies). Once you're done, move out to the door to the **torture chambers** (F6).

You'll notice a **secret door** (F7) on the southeastern side of this level. The way to activate it is by tripping a colored flagstone on the *wall* (drag your cursor around the wall), just right of the northern shelf in the room directly to the northeast. Once you've opened the door, head into the **room of the High Torturer** (F8), a yuan-ti who's nearly blind and won't even know you're there until you announce your presence. Don't worry about answering any of his questions correctly. You won't gain any new information of importance or special items by choosing "patient or student," so just kill him. (Don't equip that ring you find on his body until identifying it—it's a bad, bad item.)

The next detour is an **histachii creation chamber** (F9), which is brimming with yuan-ti archers priests (and unless you're really, really fast, their summoned creations as well—usually trolls). It'll be hard to keep all the priests from casting spells but do your best, spreading out attacks and area of effect spells to hit as many targets as you can.

Only two more stops are left before the final battle. One is in the **baptismal chamber** (F10) where the yuan-ti High Baptist is preparing captive villagers for servitude. A few standard guards and a huge squad of histachii stand between you and the High Baptist. Kill anything that prevents you from reaching the man in charge, then move on to any other attackers that remain.

The last detour is the **rooms of bleeding** (F11) in the northern part of the complex. Before you enter this segment of the complex, however, be aware that the segment of the long hallway right outside the rooms of bleeding is where you'll encounter the **yuan-ti's last stand** (F12), which

consists of a bunch of yuan-ti elite archers and a couple of priests. *Don't charge these yuan-ti*, as the space between you and them is crammed with disease, poison, and confusion traps. Try and draw them out, killing them as they try to chase you down.

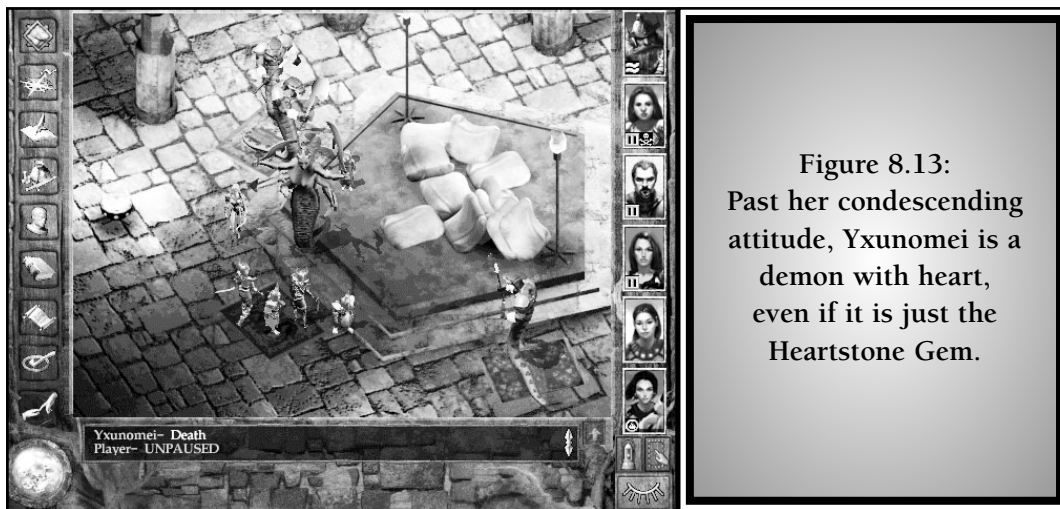
Tip

The High Torturer has two huge yuan-ti champions with him, and he'll auto-initiate dialogue when you enter the torture room. Try to lure him out of the room by forcing him to follow you. Once the High Torturer and his bodyguards are defeated, be sure to search his desk for some scrolls and a throwing axe that returns to the hand of its wielder.

Once they're dispatched, then you can head into the rooms of bleeding. Within these chambers are a yuan-ti priest and several elite guards. Either pull back from the door and lure them out, or rush in and hammer the priest, then the elite guards. Then plunder all the containers in the area.

If you haven't been doing it already, be sure to save your game now. The last room on this level is Yxunomei's chamber (F13), and she's the big baddie of Dragon's Eye. She may wear the form of a child, but she's actually a marilith from the Abyss, so you'll want to recharge your arsenal of spells and weapons before entering the room (see Figure 8.13).

As soon as you open the door, you'll be forced into conversation with Yxunomei. If you can, try to draw her as far out of the room as possible when she tries to walk over and talk to you. Ask about the Heartstone Gem and her plans for it, and you'll discover that she's actually more concerned about a "vendetta" she has with some nameless entity than any of the harm she has done to Kuldahar and the outlying regions. If you can stomach her speech, ask her what questions you can, but brace yourself for a fight at the end and the transformation into her true form. Scattered around this area, using the pillars for cover, are three yuan-ti elite. In addition, two yuan-ti priests are skulking about in the eastern half of the room. Under no circumstances should you charge into the room—the area right past the door is mined with three large, separate traps that will either confuse, disease, or paralyze anyone who hits them, which is the last thing you need when you're fighting Yxunomei.



Tactically, Yxunomei (and to a lesser extent, the two priests) is the big threat here. As a demon, Yxunomei has an excellent magic resistance, so mages may be better off hitting the other yuan-ti in the room (especially those two sniveling priests in the back) or casting defensive spells on other party members (Mirror Image, for example). Of all the attacks you can use against her, acid and magic missiles work fine (provided her magic resistance doesn't block the magic missiles), electrical and fire attacks are worthless, and cold attacks only do half damage. She's got a lot of hit points and a great armor class, so it's mostly a job for your fighters (or your thieves, if they can leave the battle and keep returning to backstab her). You'll need +2 weapons to hit Yxunomei, so make sure you're equipped properly. If you have the right missile weapons, beat a retreat from the room and shoot her when she

follows. Although Yxunomei will occasionally summon weak undead creatures to her aid with Animate Dead, she also enjoys casting Cloudkill around herself, then fighting anyone who comes close; if she casts this spell, get your party members away as soon as possible and draw her out of the cloud.

Warning

Any surviving creatures on the level will come to Yxunomei's aid if she's attacked, so watch your back.

If you've wiped out everything else on the level, then you're free to focus solely on Yxunomei. Once you deal with her, retrieve the Heartstone Gem, plunder the chests in the room, and then head back to Arundel and Kuldahar, victorious.

Still, the encounter should leave your party with some unanswered questions: What is calling the evil creatures to the Spine of the World and why? Who is this enemy that Yxunomei had a vendetta against? These questions will be answered when you return to Kuldahar.



CHAPTER

9

THE
SEVERED HAND

The Severed Hand is the home of the arch-mage Larrel. It was once a shining elven fortress, but a combination of twisted magic, a vengeful wizard, and the rush of the goblinoid Dark Horde reduced it to a ruin. The Severed Hand is now filled with undead creatures on many of its levels. Your goal here is to find the arch-mage Larrel, recover the four parts of the Astrolab, and then repair the device and use it to restore his fragmented mind. Once the Astrolab is fixed, Larrel will become coherent enough to tell you the workings of the Heartstone Gem.

After a brief stop back in Kuldahar after completing Dragon's Eye, you'll finally be able to access the Severed Hand on the world map. The fortress itself is shaped like a hand rising from the earth. Four levels make up the "wrist" and four "fingers" (towers) stretch up from the wrist: Corellon Tower, Solonar Tower, Sheverash Tower, and Labelas Tower.



Kuldahar in Chaos

You'll need to return to Kuldahar after defeating Yxunomei and retrieving the Heartstone Gem. As you'll soon discover, Yxunomei's presence in Dragon's Eye kept another evil force in the region in check. This new adversary will reveal itself when you return to Kuldahar and speak to Arundel (shown in Figure 9.1). With Arundel's directions, you'll be able to proceed to the Severed Hand.

Before you speak to Arundel, however, you'll need to deal with the orog troops rampaging through the town. The orogs are a mixture of orog avengers, marauders, and

standard orog troops. Kill all orogs you can find, then check on Arundel to make sure he's all right. He should appear unhurt, but after you engage him in conversation, you'll soon learn the truth. After speaking to this impostor, go upstairs and speak to the real Arundel, who is near death. Listen to what he has to say. At the end of the conversation, the Severed Hand will be opened on your world map.

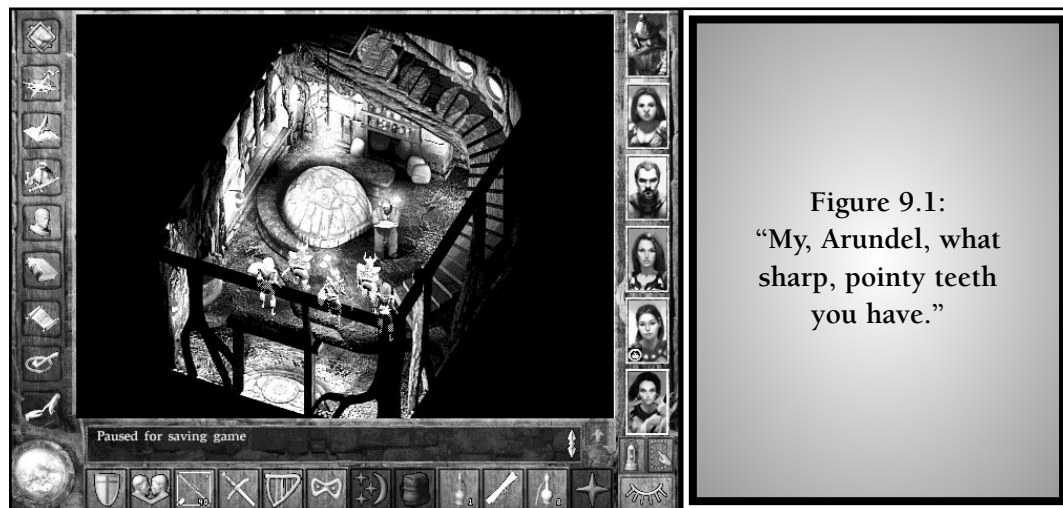
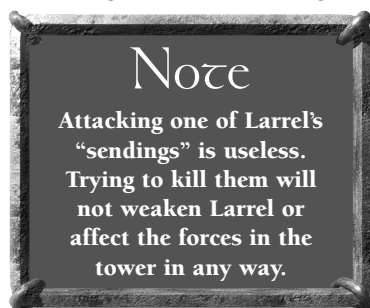


Figure 9.1:
“My, Arundel, what
sharp, pointy teeth
you have.”

After speaking to (the real) Arundel, you'll be ready to go to the Severed Hand. Rest up beforehand, sell all the weapons and items you need to get rid of, then head out.

Severed Hand Exterior

This map (see Figure 9.2) contains no enemies. Among the broken drawbridge, fallen trees, and rubble is the **entrance to the Severed Hand (A1)**. The **road back to Kuldahar (A2)** is along the southern edge of the map.



Note
Attacking one of Larrel's
“sendings” is useless.
Trying to kill them will
not weaken Larrel or
affect the forces in the
tower in any way.

When you first arrive here, you'll get a brief taste of Larrel and the madness that has befallen him. At the entrance, he will be berating a squirrel, accusing it of “dwarven crimes” as if it is an actual dwarf. The Larrel you'll see is one of the many projections Larrel casts from within the Severed Hand. These false Larrels are harmless, and serve as a warning of Larrel's insanity.

Be sure to follow a few general rules when adventuring in the Severed Hand. Every level is crammed with shadowed versions of elven, orcish, and goblin soldiers, most of whom will attack you. Be cautious, but remember that the ones who aren't hostile can be spoken to and may provide a number of quests and easy experience. When you're forced to fight, watch out for a dangerous tactic the shadowed archers employ: when given the chance, they will back away from your party and start firing. If you follow them, they'll draw you into other combat zones, and bring more monsters into the fray.

One piece of good news is that all these shadowed and skeletal creatures within the tower are undead, so if you have an experienced priest or two, they can use their turn undead abilities to thin out the opposition a little and give your fighters some breathing room.

Your main goal in this area is to recover the four pieces of the Astrolab. One piece is in the eastern half of the first level of the Severed Hand, the second is being held by Kaylessa in Sheverash Tower Level One, the third is in a container in the war room on the second level of Corellon Tower, and the fourth is in a container on the third floor of Solonar Tower.

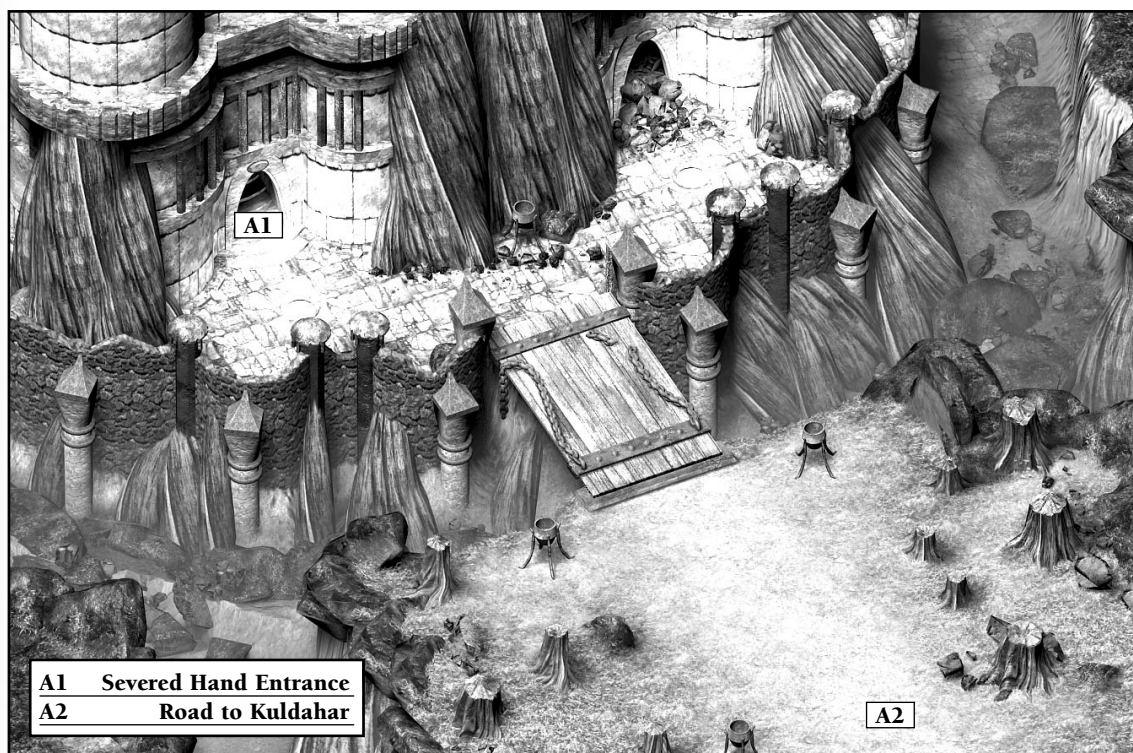


Figure 9.2: Severed Hand Exterior

Severed Hand, Level One

This map (shown in Figure 9.3) contains three **entrances to the Severed Hand, Level 2 (B1)** as well as the **exit back to the Severed Hand exterior (B2)**. This map is broken into two halves: one to the west and another to the east. The western section, which is the only one accessible when you enter this level, is packed with shadowed orcs and goblins. The eastern section, which can only be reached by heading up to the third level and then down again, is filled with bladed souls, shattered souls, and worse.

As soon as you enter this level, you'll be assaulted by a group of orc shades (axe-men and archers), one of the last remnants of the Dark Horde that stormed the Hand. Just north of their position, not visible when you first enter, is a small squad of goblin grunts and archers, so don't stray too far north until you've dispatched the orcs.

Just south of the entrance is a **nest of traps (B3)**, so tread carefully. Some of them can paralyze you, making you sitting ducks for the monsters in the room just to the south, which includes several orc archers, a shaman, and a bunch of orc axe-men. Have your

thieves scout out the area as best they can, or have a priest use Find Traps to find the best route to your opponents.

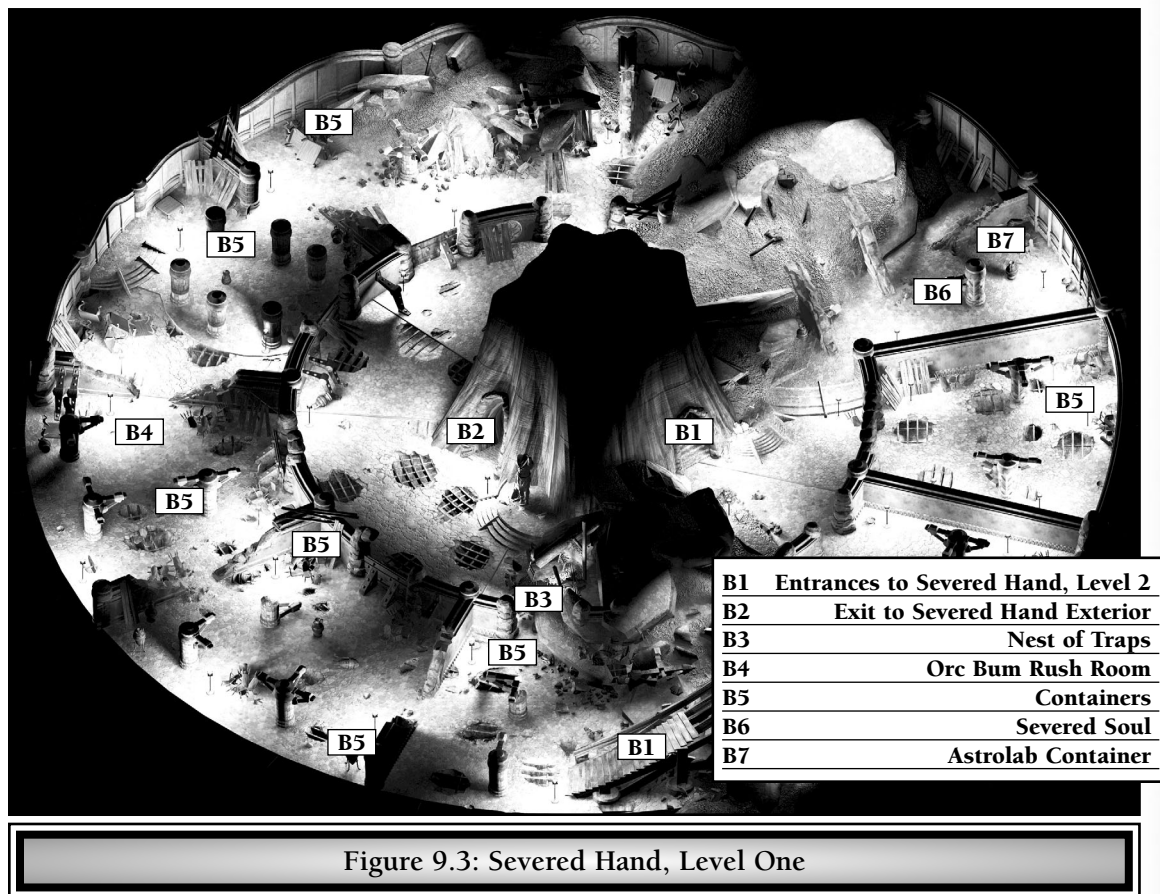


Figure 9.3: Severed Hand, Level One

The majority of your foes at the beginning of this level will be shadowed orcs (axemen, archers, and even a few elite soldiers), shadowed goblins (grunts, archers, and an elite goblin or two), and a few orc shamans. A group of them can be found in any room in the western half of the tower. Your choice of targets in any encounter should be orc shamans, then goblin archers, then orc archers, then goblin grunt troops, and finally orc grunt troops.

Watch out for any room in Severed Hand that appears to be empty. The first one you'll likely encounter is the **Orc Bum Rush Room (B4)**. When you step to the center of this area, two waves of shadowed orcs will suddenly appear and attack the party. Deal with the first group as quickly as possible before the second wave approaches. You'll need to dispatch these guys quickly, or else you'll be overwhelmed.

There's a whole bunch of **containers (B5)** scattered across this level, some of which are tucked into the shadows and pretty easy to miss. Make sure you plunder each one after you've secured the level.

From here, you can head up either the northern or southern ramps to the second level (again, you can't enter the eastern half of this level yet). The southern ramp will dump you in the middle of a horde of goblins and orcs, while the northern ramp takes you to an empty room. Choose whichever path you want, then head up.

Tip

It can't hurt to return to Kuldahar for some rest after clearing out this level. Count on encountering the same amount of resistance from each of the next three levels, so don't press your luck if you're barely hanging in there.

In the eastern half of this level are a number of bladed skeletons and shadowed souls standing guard in the various rooms. As soon as you enter from the second level (this area can not be reached any other way), you'll be jumped by a horde of undead being led by a severed soul (B6). It's suggested that you read up on its statistics in Chapter 2: Bestiary of the Dale. Even though you must go up to the third level and then back down again to reach the eastern half of the tower, you *have* to come here. The container (B7) holding one of the pieces of the Astrolab can be found here.

Severed Hand, Level Two

On this level (see Figure 9.4), you get to confront another portion of the shadowed horde that roams the Severed Hand. You'll enter either from the southern ramp or the northern ramp, both of which lead to Severed Hand, Level 1 (C1). There is one other ramp to Severed Hand, Level 1 (C2), but it can be accessed only by going up to level three and making your way down.

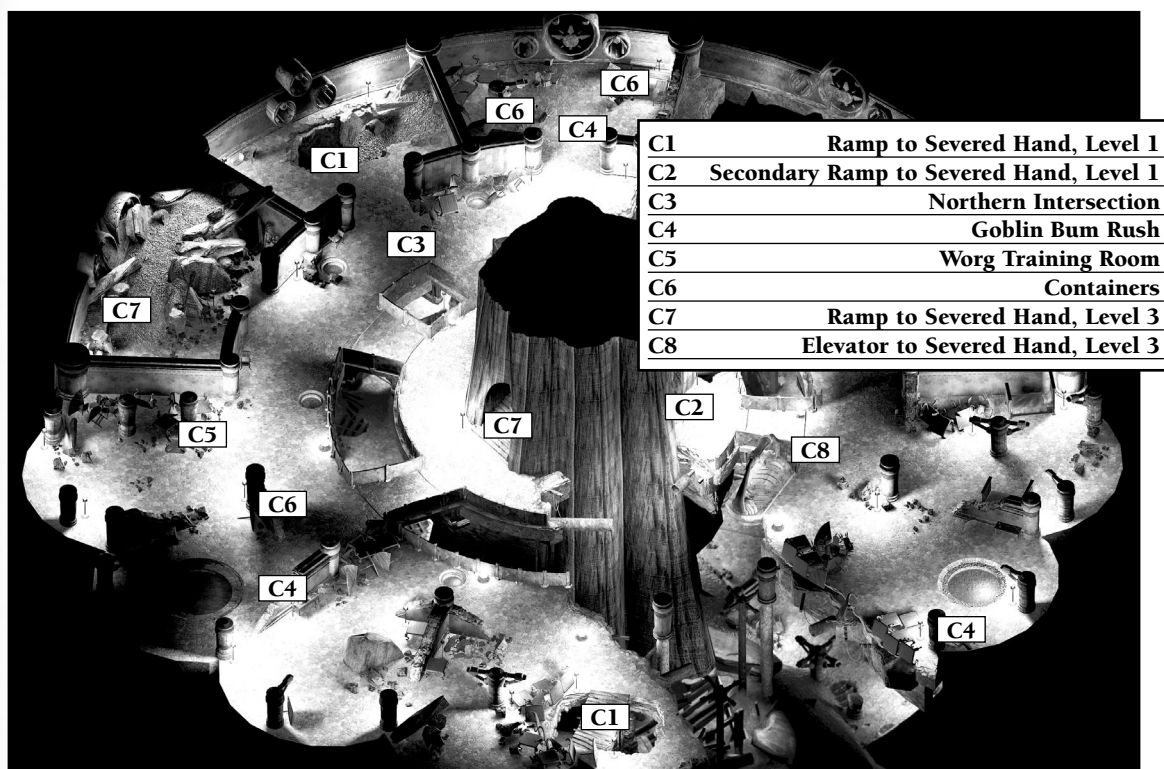


Figure 9.4: Severed Hand, Level Two

If you enter from the southern ramp to the first level, shadowed orc and goblin archers will start peppering you with phantom arrows as soon as you enter the area. Reinforcements include a number of shadowed goblins and orcs, plus a few more orc shamans than were on level one. Watch out for the **northern intersection (C3)**. Although it appears empty, stepping into this area will cause a bunch of orc axe-men and archers to materialize around your party.

This isn't the first one of these materialize-and-attack locations. The second one is the **Goblin Bum Rush (C4)** in the northern room. Although you can avoid the room entirely, it's best to do the encounter, since there's a cool magic item or two in the chamber.

The last materialize-and-attack location is the **Worg Training Room (C5)** in the middle of the western half of the level. When you step into this area, a pack of shadowed worgs (and their goblin trainer) will suddenly appear and attack your party, so be sure you're prepared before stepping into this room.

The eastern half of this level (again, only reachable by going up to the third level and then down again via the elevator) is inhabited by armored skeletons, bladed skeletons, a handful of shadowed souls, and a handful of shattered souls. The shadowed souls can be annoying with their draining and healing power, so take them out first if you can spare a moment from chopping up the skeletons.

There are several lootable **containers (C6)**; be sure to plunder each one and take its contents. You can take any of the **ramps to Severed Hand, Level 3 (C7)** to reach the next level (note that each ramp leads to an isolated section of level three, so you'll have to go up each one if you want to explore all of level three) or use the **elevator (C8)** to head back up to level 3.

Severed Hand, Level Three

Like the other two levels, this section is also divided into two parts: the main circular area, and a small, isolated northwestern chunk. You can walk up to this level (shown in Figure 9.5) on the **main ramp from Severed Hand, Level 2 (D1)**, or from the **secondary ramp down to Severed Hand, Level 2 (D2)** or even take the **elevator down to Severed Hand, Level 2 (D3)**. The elevator can be used to access the sealed off portions of the first two levels that you weren't able to reach before. It also allows you to reach the piece of the Astrolab being held by the Severed Soul on the first level. It's suggested that you tackle the fourth level before heading down to the first. Once you've explored the fourth level, you'll gain access to a shop and a place to rest.

Bladed and armored skeletons dominate the southern and eastern half of this level near the main ramp. Watch out for a few burning skeletons among their number as well—they're located mostly in the southern section. Burning skeletons are skeletons with the ability to cast three Fireballs and are totally immune to fire; they have 40 hit points, an AC of 5, 2 Attacks, 50% Resistance to Slashing and Missile weapons, and give 1500 XP when they die. Shadowed orcs and goblins populate the central section and the northwestern chunk.

A whole series of goblin archers are lined up around the center section, and it's best to take them out first, as they can fire across the center section at you while you're exploring other areas (and where you can't reach them easily). The skeletons in the eastern half of this level are led by a serrated skeleton, which has made its lair in the **eastern throne room (D4)**. If you're going to fight this monster, watch out for its numerous bladed skeleton allies and make sure you have +2 or better weapons equipped.

Watch out for pitfalls on this level, especially in the northwestern section, where you'll encounter a **northern bait trap (D5)**. When you enter this section, a large group of orcs (including archers, shamans, grunts, and a chieftain) and a few ogres will suddenly materialize behind your party to attack, so be sure to watch your back as you're walking through this area—these critters will come marching out of nowhere when you least expect it. (Shadowed ogres are pretty rare in the Severed Hand, but just so you know, they generally have about 50 hit points, AC 5, 2 Attacks for 1–10 Crushing Damage, have the standard shadowed creature immunities, and you get 1050 XP when you kill them.)

The second trap to watch out for is the **southern bait trap (D6)**. Unlike the northern one, however, this one is a series of poison/confusion darts designed to scatter your party and make them easier prey for the monsters on this level.

There is only one entrance to Severed Hand, Level 4 (D7) on this level.

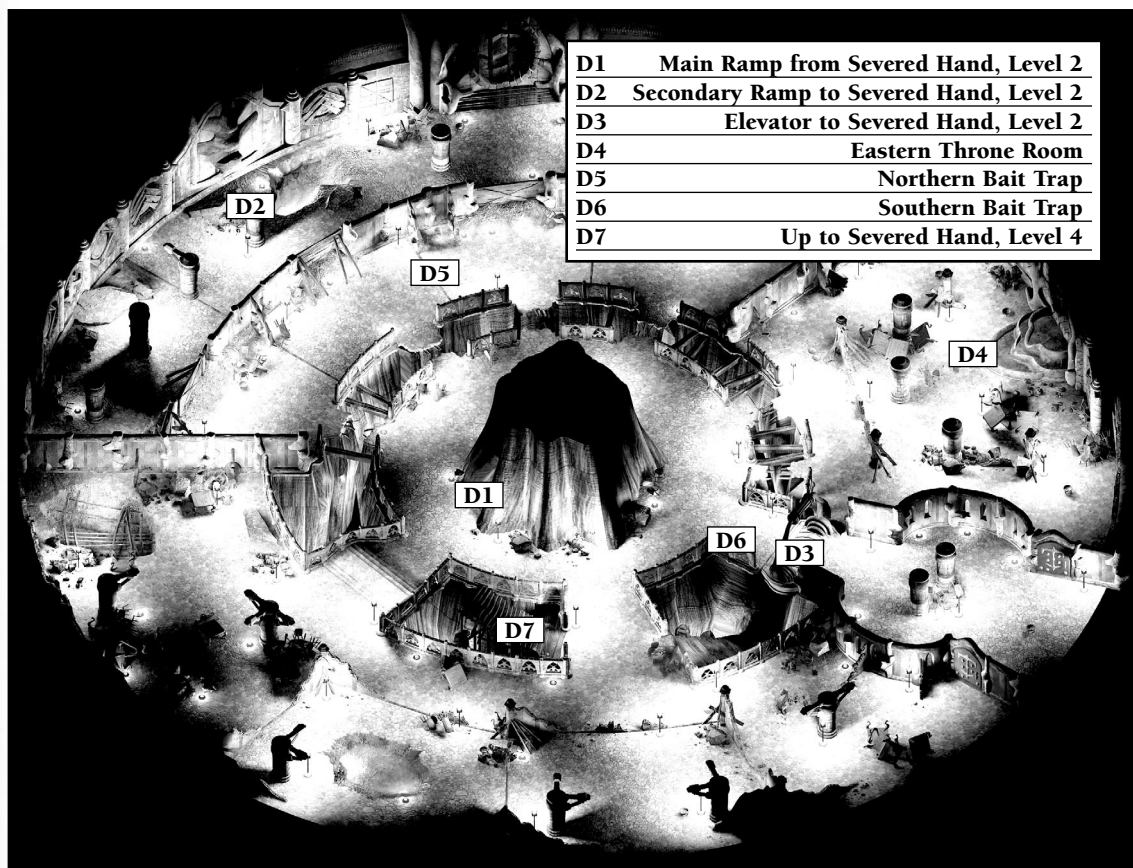


Figure 9.5: Severed Hand, Level Three

Severed Hand, Level Four

You'll enter this level (shown in Figure 9.6) on the ramp from Severed Hand, Level 3 (E1). For once, you'll get a breather, as there are no hostile shadowed creatures on this level.

Puttering around on this level are several friendly shades you can speak to. Most of them are simply ghostly bar patrons, but there are a few special ones as well. One of them is a spirit shopkeeper named **Lehland** (E2). Surprisingly enough, he actually has a store you can buy and sell at, and as a bonus, he can give you a little history of the Hand as well.

The second friendly character is **Telanis** (E3), the shade of a pompous elven bard (see Figure 9.7). He doesn't have much of value to say, but he can give you a little backstory on the Severed Hand through his songs.

The third shade, the elven bladesinger **Lethias** (E4), stands at the base of a ruined tower. He can provide some background on what occurred in the final moments of the Hand, but nothing else of value.

The fourth character you should speak to is **Sehriya** (E5), the shade of a small girl whose mother was lost during the battle for the Severed Hand. You can rest simply by talking to her, so if you're low on Hit Points or need to memorize your spells, simply swing by and talk to Sehriya.

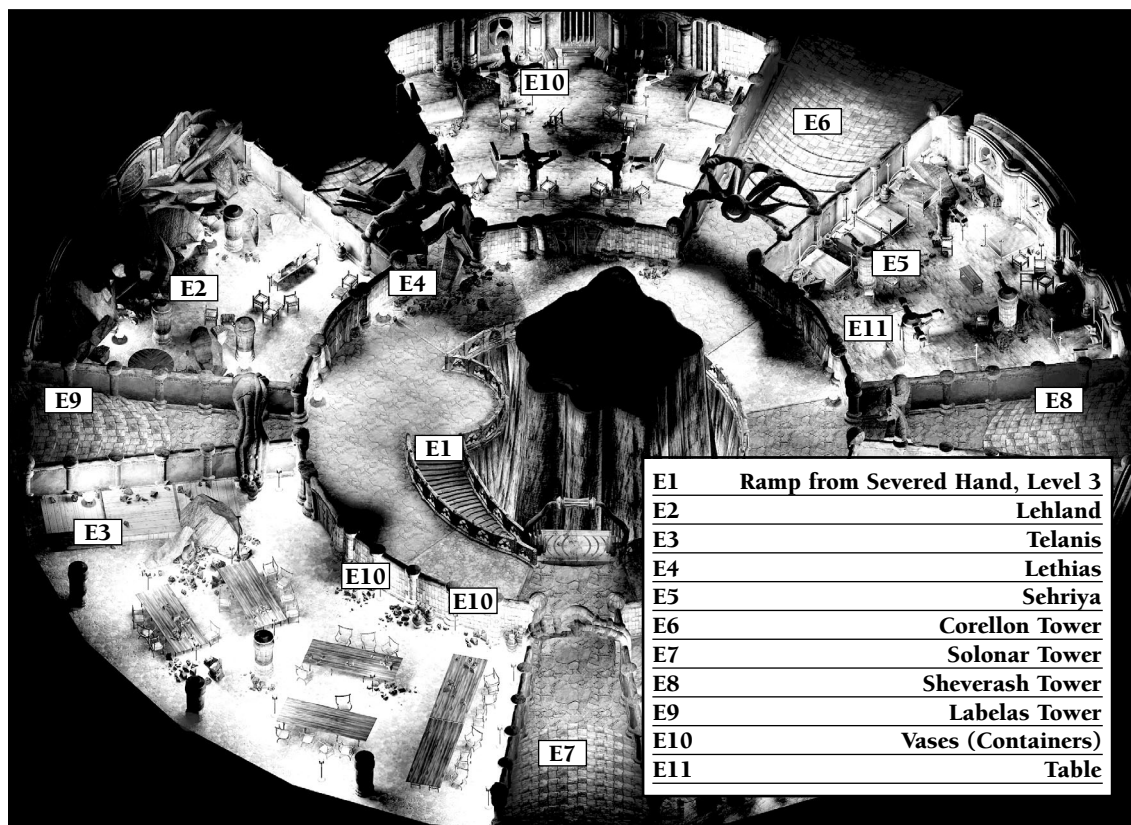


Figure 9.6: Severed Hand, Level Four

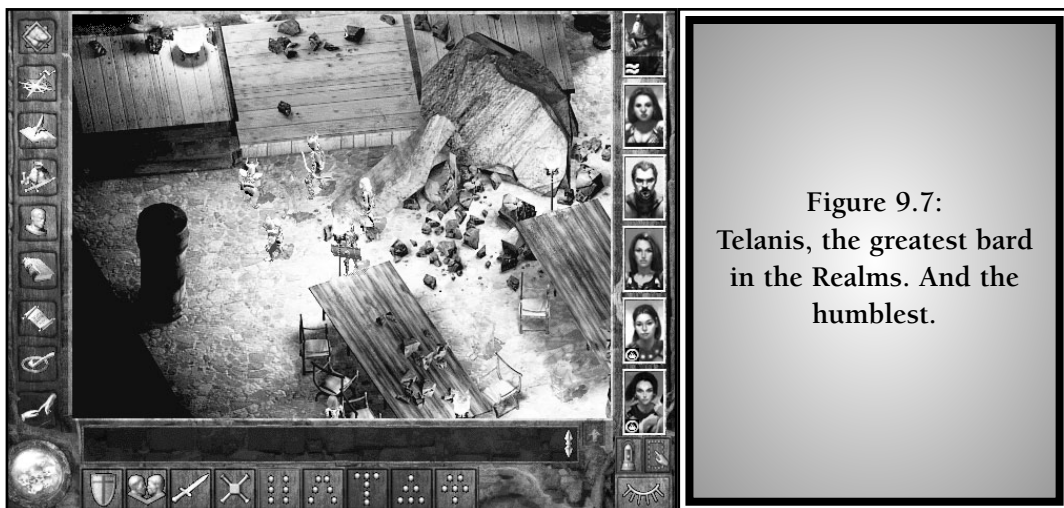


Figure 9.7:
Telanis, the greatest bard
in the Realms. And the
humblest.

Note

You can't actually reach the upper levels of Labelas Tower from the entrance on this level. You'll have to fight your way up Sheverash Tower to level three, then take the bridge there over to Labelas.

This level allows you to enter any of the towers of the Hand. You can choose either Corellon Tower (E6), Solonar Tower (E7), Sheverash Tower (E8), or Labelas Tower (E9). Although you'll have to enter each tower eventually, you should leave Sheverash for last.

There are several containers on this level. Aside from the vases (E10) in the festhall, there is also a table (E11) that holds some goodies. Be sure to poke through the commons and wrecked rooms to see if anything else turns up.

Corellon Tower, Level One

This map, shown in Figure 9.8, contains stairs up to Corellon Tower, Level 2 (F1) and stairs down to Severed Hand, Level 4 (F2). Corellon Tower used to be where a number of officers and swordsmen were stationed. They still exist here, albeit in a mad, deathless state, so most of your encounters in this particular tower will be with these shadowed officers and swordsmen. Their strength lies in their melee attacks, so do your best to keep your distance.

This room appears to contain only a lone officer addressing an invisible council. Be warned, though, as all isn't what it seems—as soon as you approach, shadowed swordsmen, archers, and a shadowed elven mage will spawn in around you. The mage will appear in the western middle half of room, so move one or two of your party members there to intercept him; the archers will appear in the extreme east and west sides of the room. Dispatch all your enemies, plunder the container (F3) in the northeast corner, then move up to the next level of the tower.

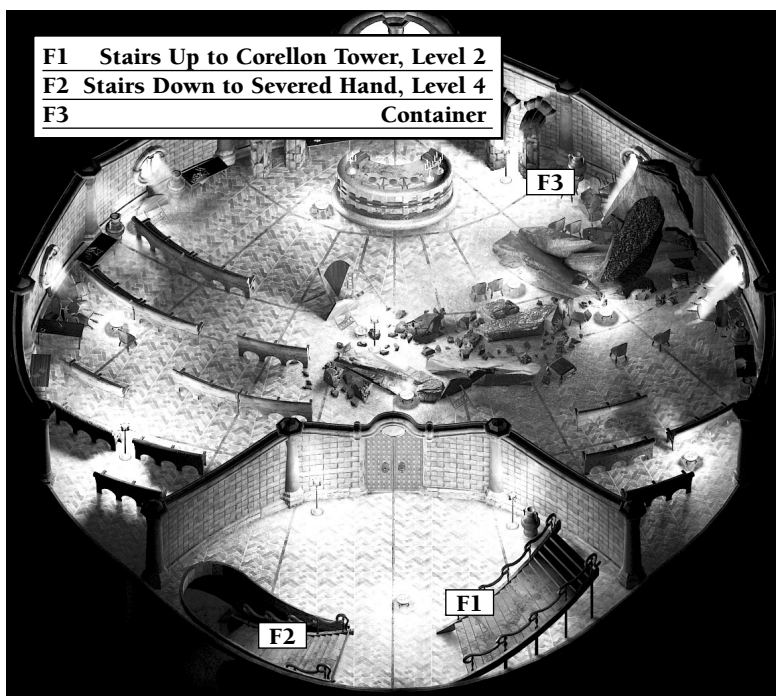


Figure 9.8:
Corellon Tower,
Level One

Corellon Tower, Level Two

This map (see Figure 9.9) contains the stairs up to Corellon Tower, Level 3 (G1) and the stairs down to Corellon Tower, Level 1 (G2).

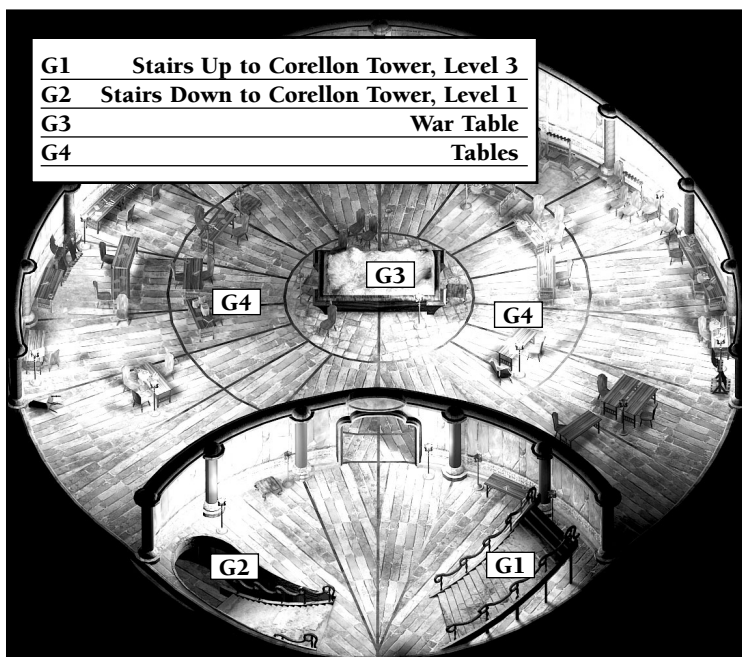


Figure 9.9:
Corellon Tower,
Level Two

The only adversaries on this map are three shadowed elven officers clustered around a war table (G3). As soon as you approach, however, a group of shadowed elven swordsmen, archers, a cleric and a mage will spawn in and attack (the archers will be in the northeast and northwest corners, while the mage will be in the western middle section, and the priest will be in the eastern middle section). Dispatch them and grab the items on the two tables (G4), one of them has a piece of the Astrolab that you'll need later.

Corellon Tower, Level Three

Shown in Figure 9.10, this map is broken into five rooms ringed by a circular corridor. There are two ways out: the stairs up to Corellon Tower, Level Four (H1) and the stairs down to Corellon Tower, Level Two (H2).

Each of the rooms contains at least one shadowed elven officer and a container (either a shelf or a chest). Enter each one in turn, dispatch the occupant, search the room, then move on to the next. When you've cleared the level, head upstairs. Don't worry about having to rest or recharge before heading up, as there are no enemies on the fourth floor.

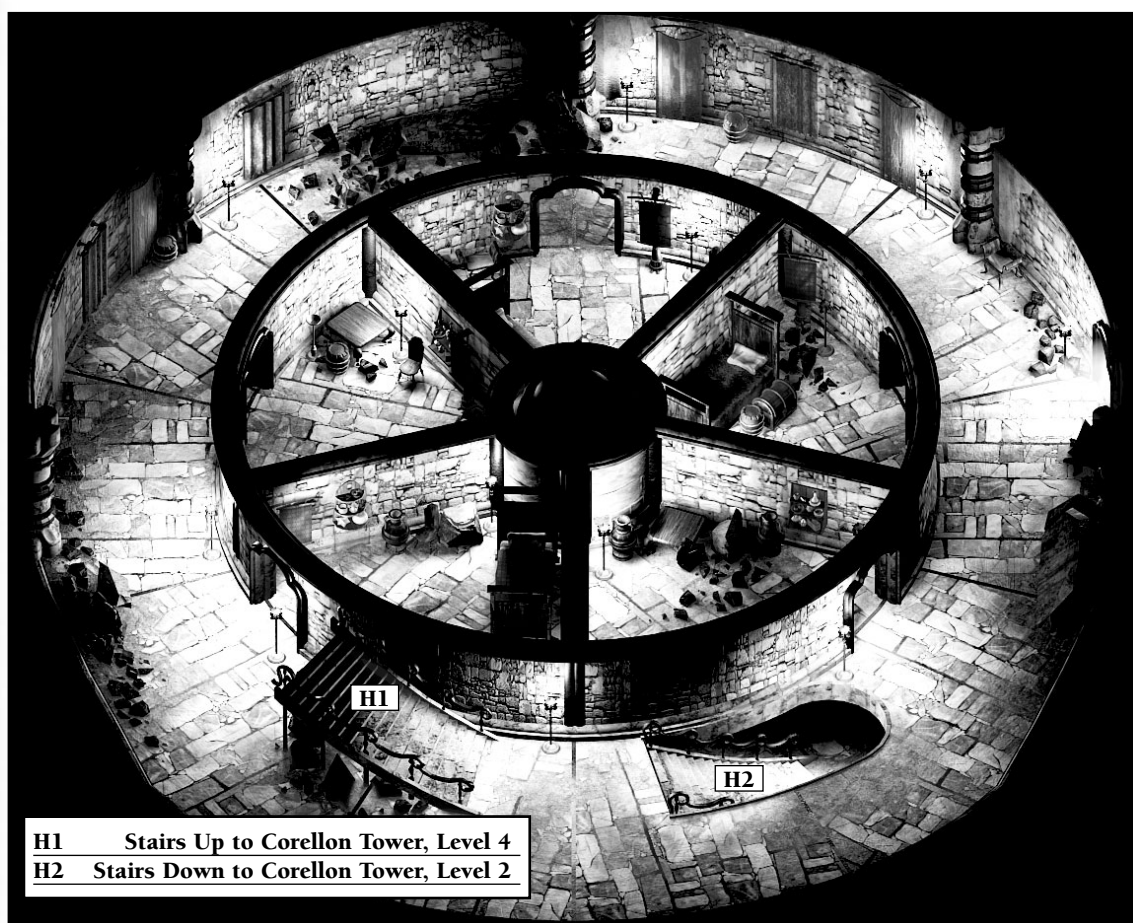


Figure 9.10: Corellon Tower, Level Three

Corellon Tower, Level Four

This arboretum (see Figure 9.11) has fallen upon hard times. The stairs down to Corellon Tower, Level 3 (11) are the only way out.

Within the arboretum is Valestis (12), a friendly shade. Valestis is the source of a number of sub-quests, all of them involving the restoration of the arboretum to its full beauty. To be assigned these quests, simply listen to Valestis' tale, then offer to help him.

The shade will request several items from you: a cage of squirrels, some birds (both of which can be found in Lower Dorn's in the deep gnome refugee camp; Nym is selling them), some seeds (found in Malavon's Dome in Lower Dorn's Deep), and a barrel of pure water (found in Kontik's lair in Wyrms' Tooth Glacier). Bringing each one of these items to the shade will restore a little more life to the arboretum and give you a nice chunk of experience as well.

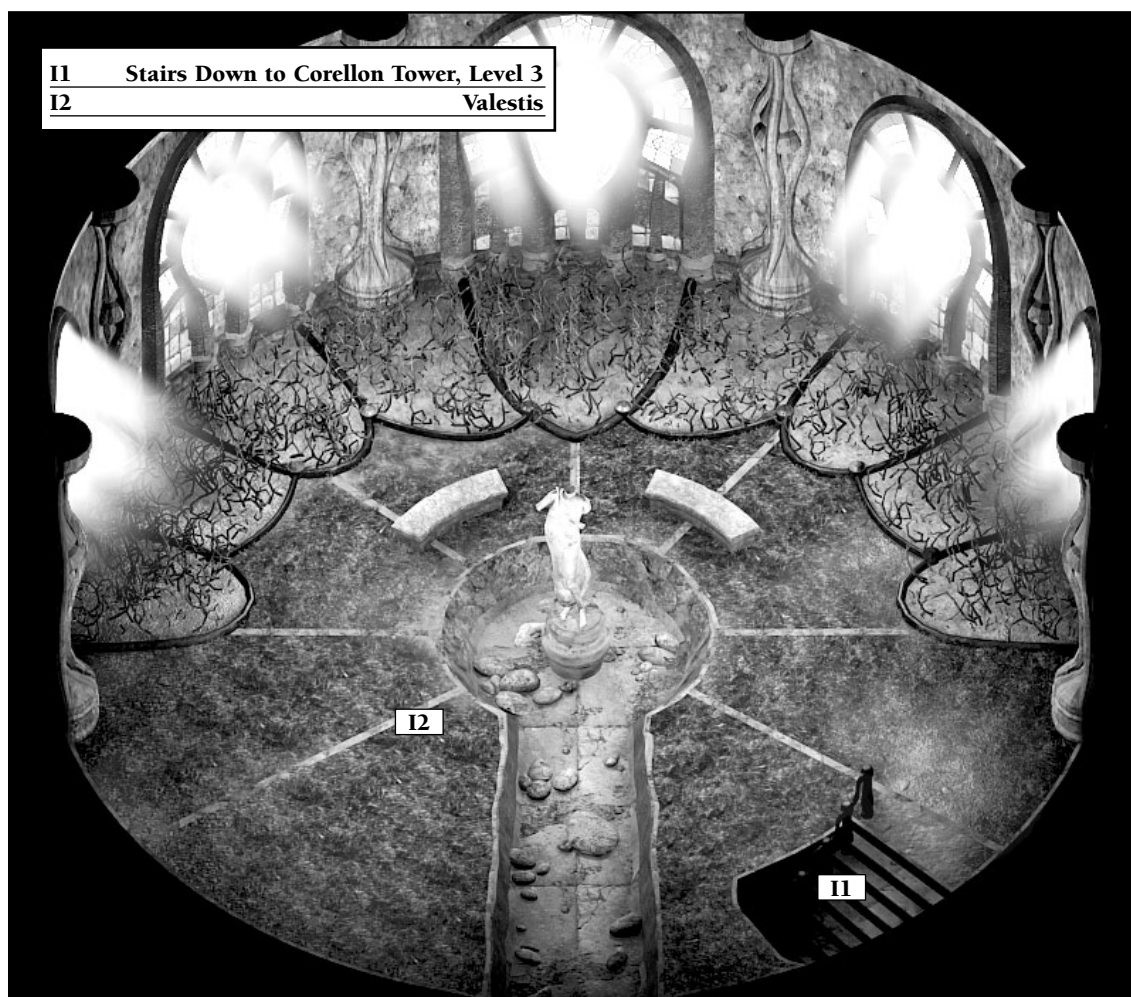


Figure 9.11: Corellon Tower, Level Four

Solonar Tower, Level One

This map, shown in Figure 9.12, contains stairs up to Solonar Tower, Level Two (J1) and stairs down to Severed Hand, Level Four (J2). Solonar Tower used to be where the priests of the Hand worshipped the gods before the fall. Shadowed priests and acolytes are all that haunt the upper levels now.

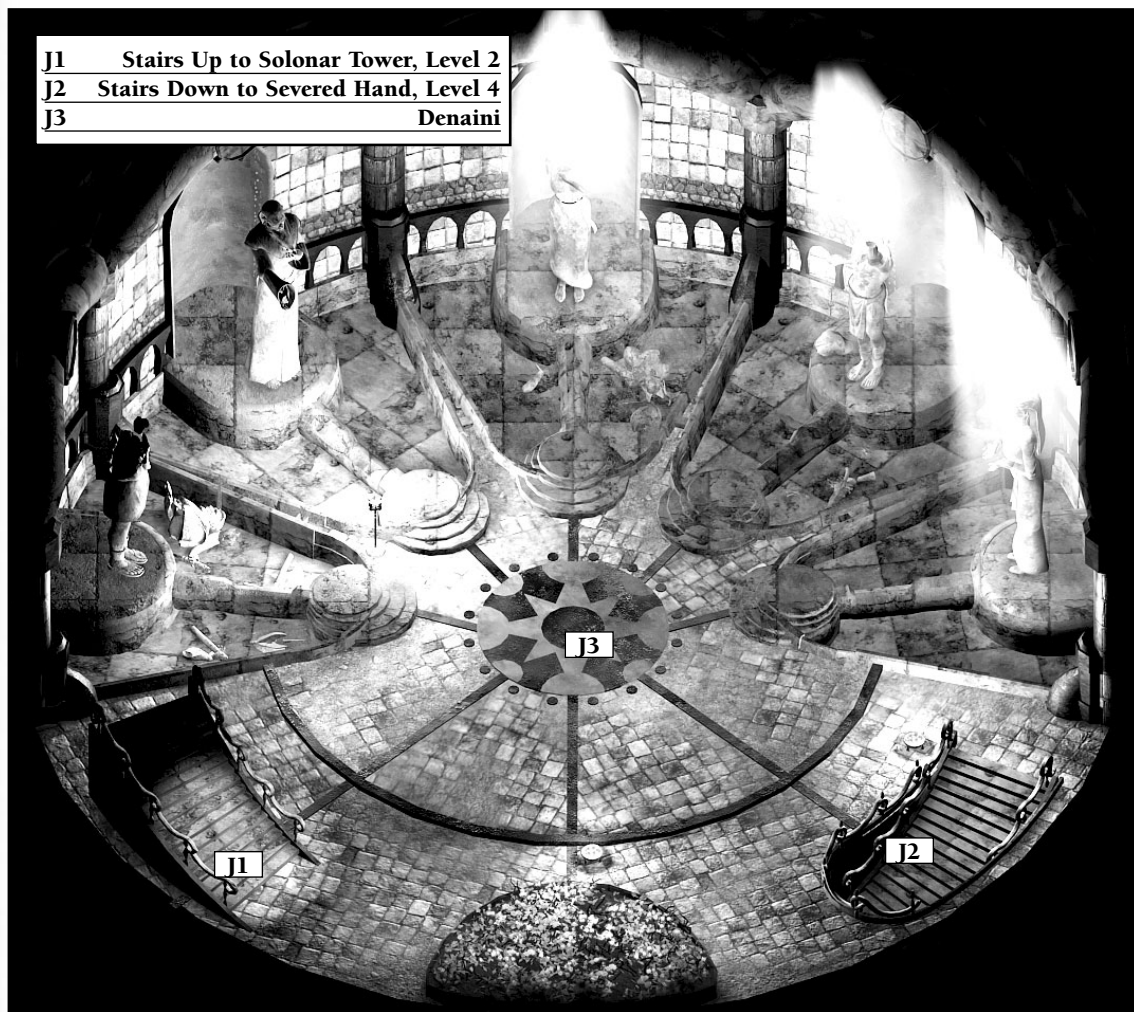


Figure 9.12: Solonar Tower, Level One

Denaini (J3), the shade of an elven priestess, is the only creature on this level. She is the source of two quests. The first involves bringing her holy water to purify the pools in the chamber. The holy water can be found at the top of Solonar Tower in one of the containers (see level 4, later on). The second mission involves slaying the shades of the priests that haunt the upper level of Solonar Tower. Agree to do both, then return when you're done to claim your reward.

Solonar Tower, Level Two

As with the previous level, there are only two exits on this level (see Figure 9.13), one is via the stairs up to Solonar Tower, Level Three (K1) and the other is via the stairs down to Solonar Tower, Level One (K2).

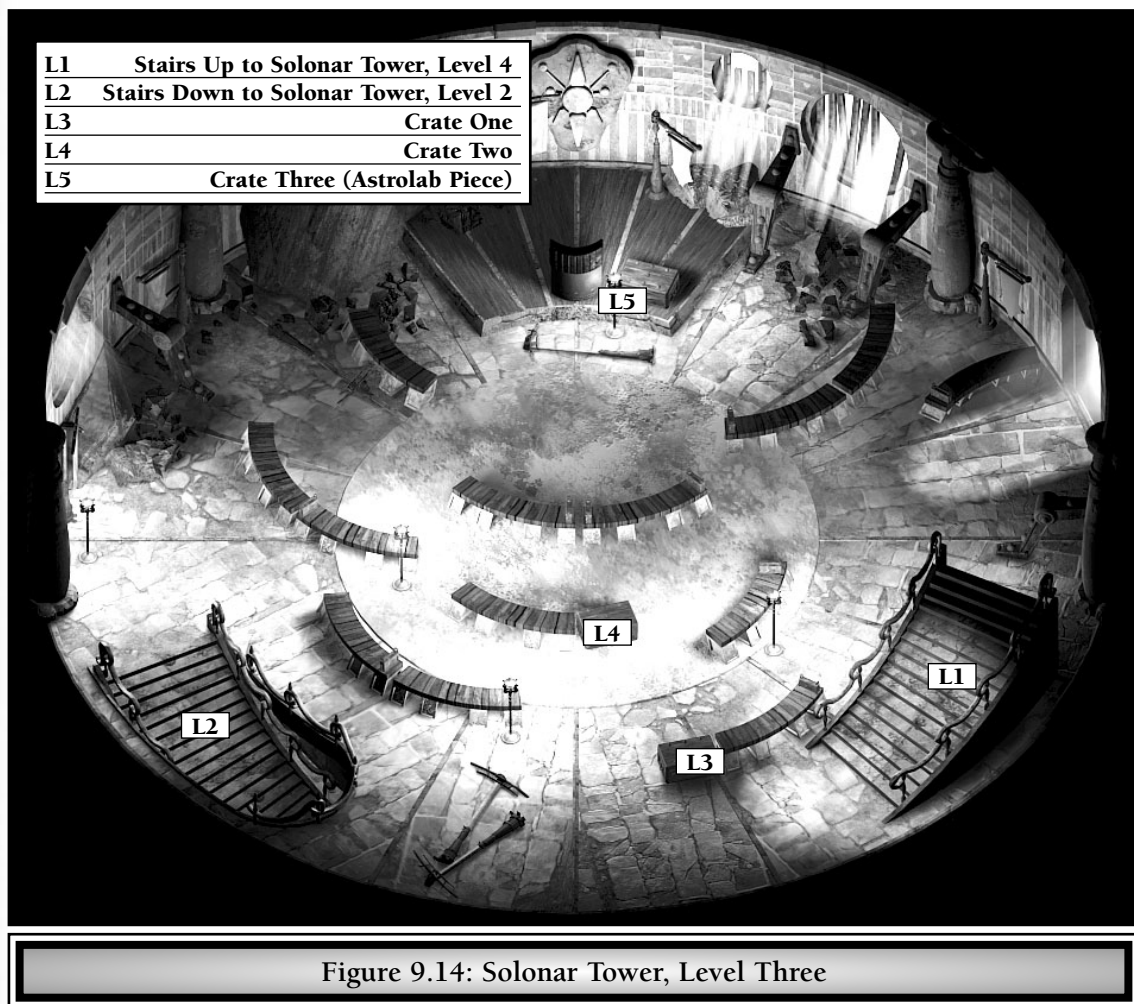


This room contains several elven acolytes and a few elven priests. They won't attack until you approach the podium in the northern side of the chamber, so if you need some prep time, hug the walls of the tower until you're ready for a fight. The acolytes will attempt to melee with the party while the priests keep back and cast spells. The priests' spell arsenal consists mostly of Hold Person and Prayer, so have items that cast Free Action or Dispel Magic ready to nullify their attacks. The priests' tendency to cast cure spells on the acolytes can get irritating fast, so it's best to wipe them out before killing the acolytes.

There are two containers on this level, container one (K3) and container two (K4). Plunder them before climbing to the next level.

Solonar Tower, Level Three

This map (shown in Figure 9.14) contains the stairs up to Solonar Tower, Level Four (L1) and the stairs down to Solonar Tower, Level Two (L2).



As with the second floor, this level contains several acolytes and clerics, including a priest (who is holding the astrolab piece you need). The spell tactics of the clerics and the priests are almost the same as in the previous level (see the previous section). The initial priest is the most powerful of the bunch, so take him out early.

After you mop up the shadowed creatures on this level, plunder the three containers: crate one (L3), crate two (L4), and crate three (L5). The third crate holds the Astrolab piece you need to fix the Astrolab.

Solonar Tower, Level Four

The only exit from this map (shown in Figure 9.15) comes via the stairs down to Solonar Tower, Level Three (M1). Within the rooms on this level are two groups of shadowed elven acolytes and clerics. Use the same tactics as before, as the priest spells used here will be nearly identical to that already detailed.

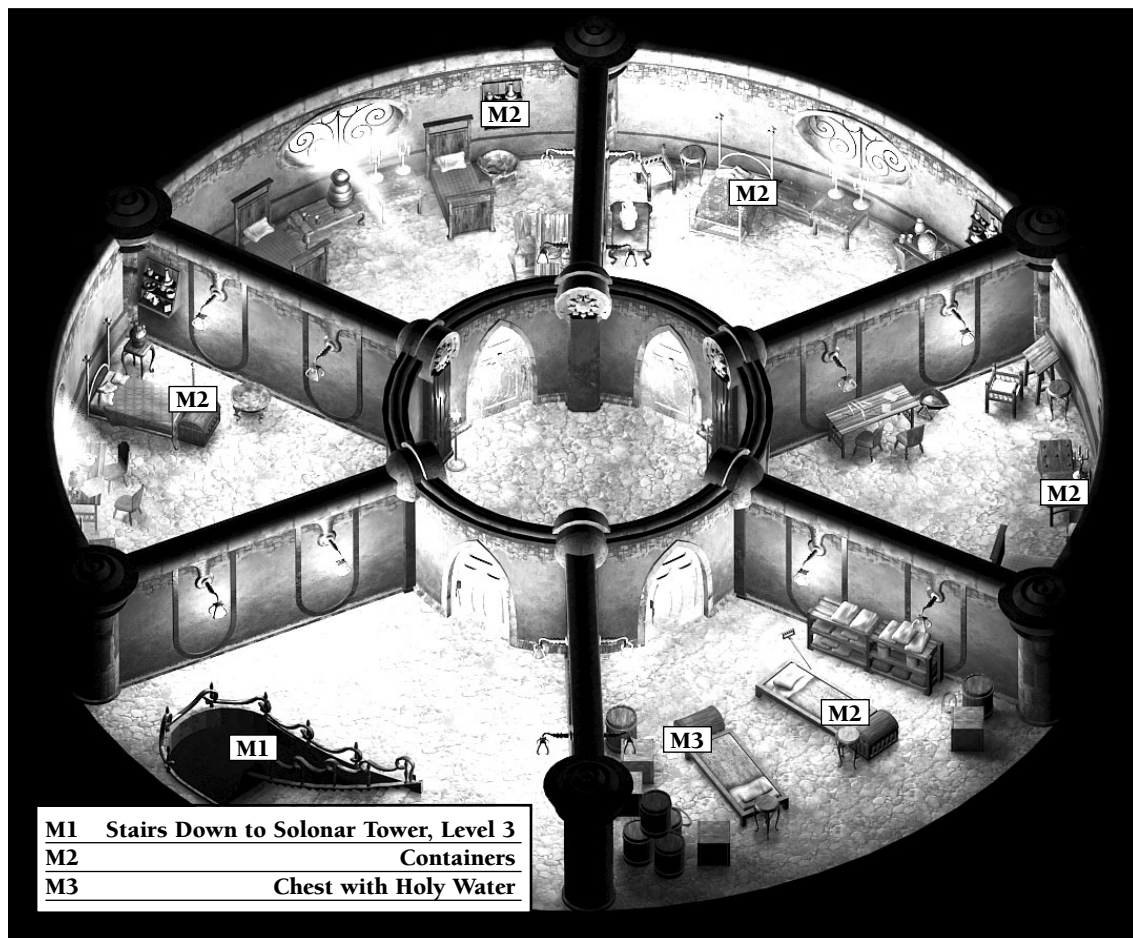


Figure 9.15: Solonar Tower, Level Four

Once you've wiped them out, plunder all six containers (M2) on this level. One of these, the southeast chest (M3), holds the holy water you'll need to give to Denaini on the first floor in order to purify the worship pools. After looting the containers, walk back down to the first level of Solonar Tower and report your success in finding the holy water and in killing the shadowed priests to Denaini.

Sheverash Tower, Level One

The first level of Sheverash Tower, shown in Figure 9.16, has two exits. One is on the stairs up to Sheverash Tower, Level 2 (N1) and the other is the passage to Severed Hand, Level 4 (N2).

Sheverash Tower once served as the barracks for the soldiers of the Hand. As a result, the upper levels are filled with shadowed elven swordsmen and archers.

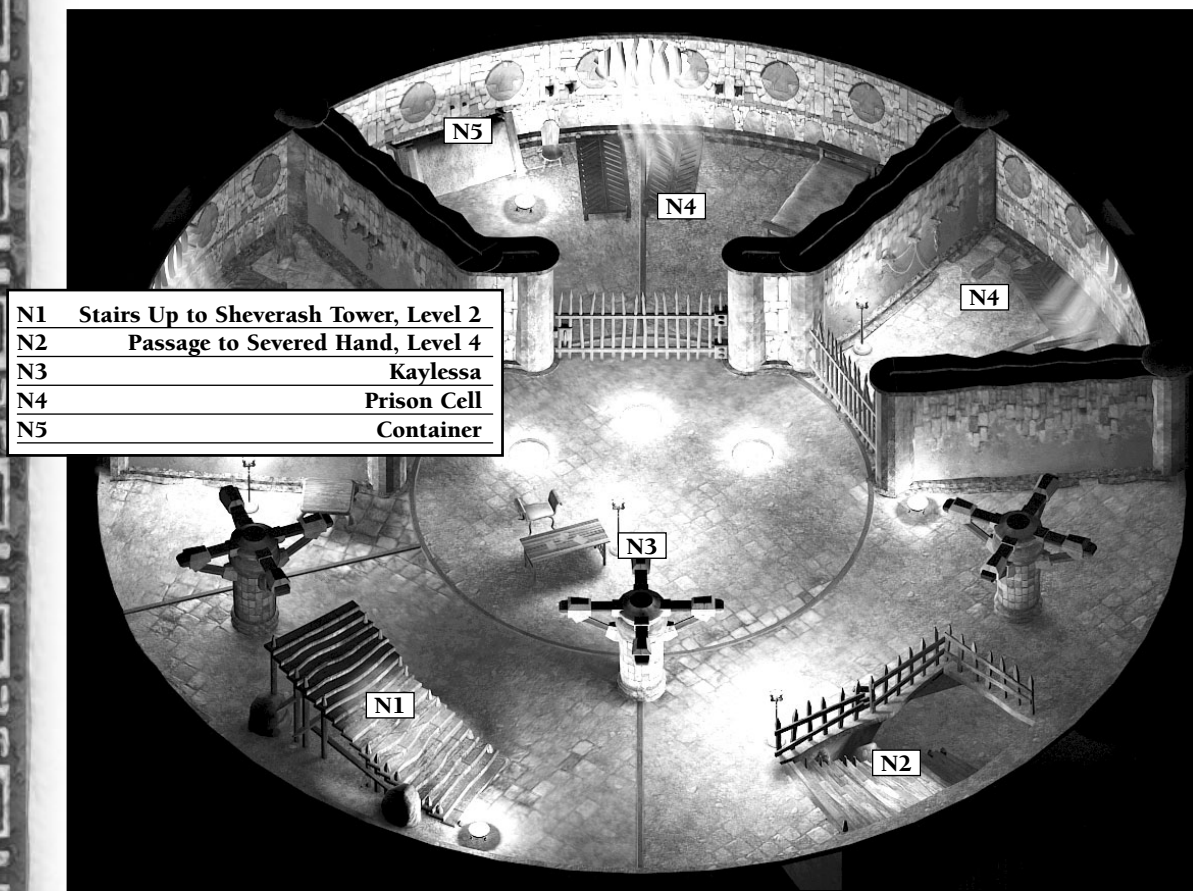


Figure 9.16: Sheverash Tower, Level One

The former weapons master of the Hand, **Kaylessa** (N3), is in this area. She holds one of the pieces of the Astrolab that you'll need. To get it back from her, you'll need to climb to level three of Sheverash Tower and defeat the shades of her soldiers in battle. When you have done this, return to her, but prepare for combat before speaking. As soon as you tell her you've done as she asked, she will attack you. Killing her will gain you the Astrolab piece.

Also in this chamber are two **prison cells** (N4), the northern one containing shadowed orc grunts, and the eastern one containing a shadowed ogre. Open the cells, kill the prisoners, then be sure to loot the **container** (N5) in the northern cell.

Sheverash Tower, Level Two

As shown in Figure 9.17, the second level of Sheverash Tower has two exits: the stairs up to Sheverash Tower, Level 3 (O1) and the stairs down to Sheverash Tower, Level 1 (O2).



Figure 9.17: Sheverash Tower, Level Two

This level is filled with shadowed elven archers and shadowed elven swordsmen. The swordsmen are clustered around the stairs to the first level, and they'll jump you as soon as you enter this level. The archers are spread out along the northern end of the room, and they'll pepper you with arrows while the swordsmen try and pin you into a corner to make you easier targets.

Sheverash Tower, Level Three

The third level of this tower (shown in Figure 9.18) has three exits: the stairs up to Sheverash Tower, Level 4 (P1), the stairs down to Sheverash Tower, Level 2 (P2), and the bridge (P3) that spans Sheverash and Labelas Towers. You can't enter any of the upper levels of Labelas Tower except from the bridge, since the first level has been destroyed.

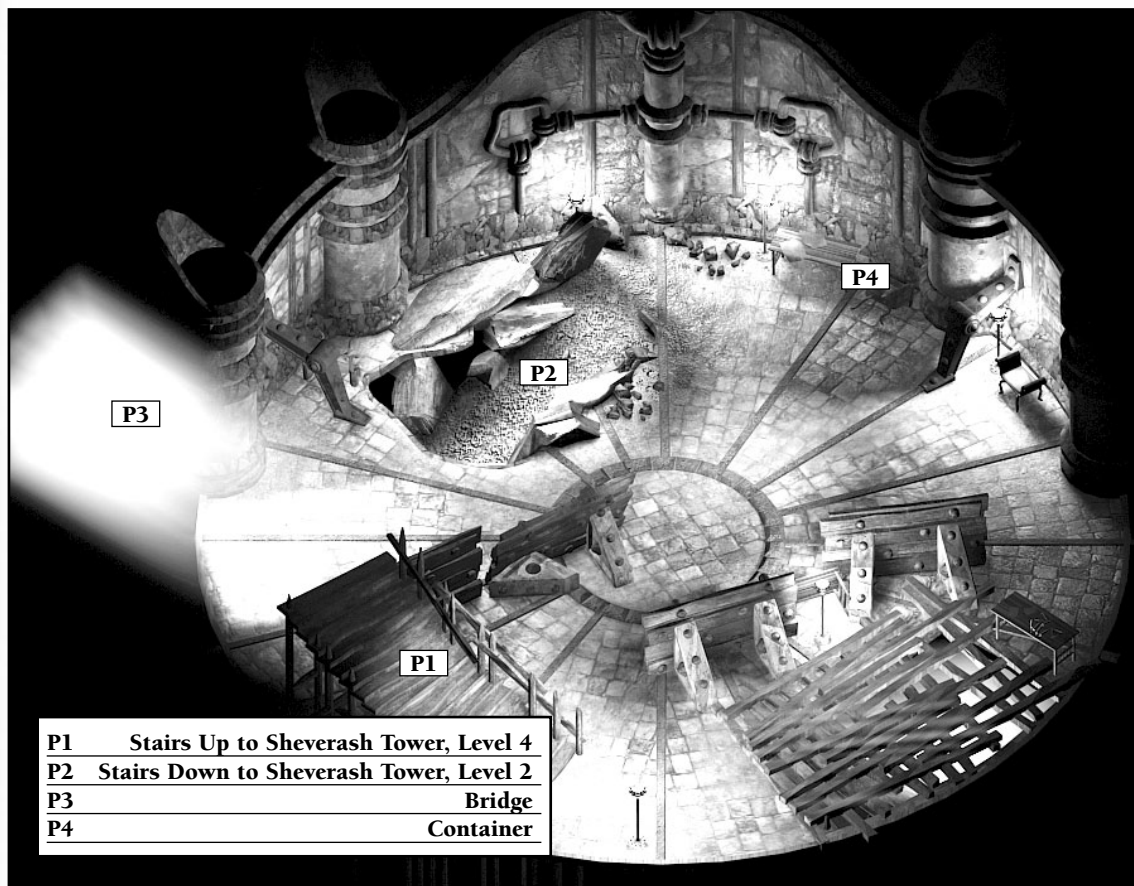


Figure 9.18: Sheverash Tower, Level 3

Another group of shadowed elven swordsmen and archers await you here. This combat is a bit trickier, as the elven archers are behind huge wooden barricades in the southeast section of the floor. It helps to have an area effect spell to wipe them out without having to try to maneuver your party behind the barricade one at a time, as the spacing and movement can get pretty tight. Once you've defeated them, don't forget to loot the **container** (P4) in the northern part of the room.

If you decide to cross the bridge (see Figure 9.19) rather than head upstairs, brace yourself for more combat. There are a few shadowed swordsmen and archers on the bridge, along with an elven cleric and an elven wizard. Be sure to take out the spell-casters before turning your attention to their cronies.



Figure 9.19:
These guys could learn a
few things from King
Leonidas.

Sheverash Tower, Level Four

This map, shown in Figure 9.20, has only one exit, the stairs down to Sheverash Tower, Level 3 (Q1). At first, the level appears peaceful, but you've been through too much combat at this point to be fooled. Just be sure to rest before opening *any* of the doors on this level.

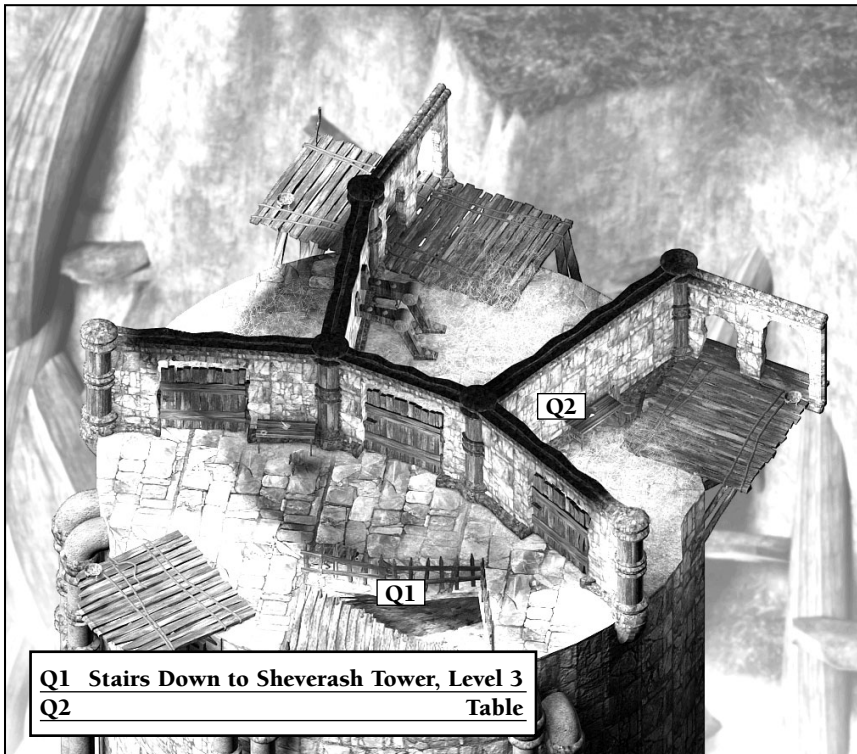
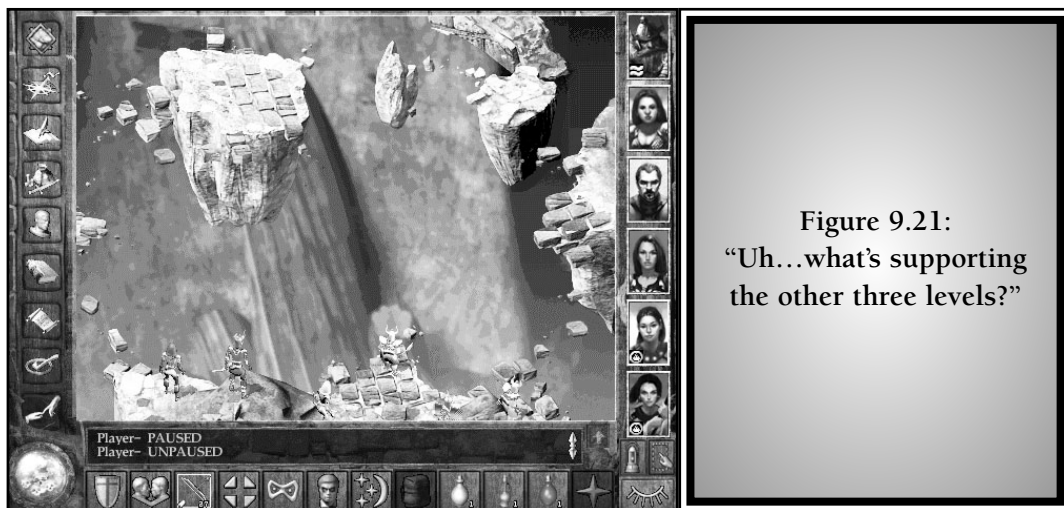


Figure 9.20:
Sheverash
Tower,
Level Four

As soon as you open any of the doors, all of them will open and wraith spiders will begin pouring out. See Chapter 2: Bestiary of the Dale for info on these creatures. Take precautions, as their attacks can be deadly. Once you've dispatched them, loot the table (Q2) in the northeast chamber.

Labelas Tower, Level One

You'll enter Labelas Tower from the fourth level of the Severed Hand. There are no other exits, however, as the true first floor of Labelas Tower (shown in Figure 9.21) is only floating wreckage. You can only enter the upper levels of Labelas Tower from Sheverash Tower, Level 3 (see its description earlier in this chapter). When you enter, you'll be treated to a brief scripted scene of Larrel's madness, then you'll be free to examine what little you can of this floating floor.



Labelas Tower was where Larrel and his magicians studied magic, and it is also the tower that contains both the great Astrolab and Larrel himself, the twin focuses of your quest in the Severed Hand. Fortunately, it contains far fewer enemies than any of the other towers, so this section is a little easier to get through.

Labelas Tower, Level Two

This level, shown in Figure 9.22, can only be entered via the bridge from Sheverash Tower, Level 3. The **entrance from the bridge (R1)** places your characters at the southern end of the map. **Stairs up to Labelas Tower, Level 3 (R2)** lie in the same room as the bridge entrance.

The second level of Labelas Tower is divided into six rooms; you'll enter from the southeast one. Make sure you're ready for combat if you decide to open the door to the center section rather than go up the stairs, for within the center chamber is a group of shadowed swordsmen, backed by a shadowed elven wizard and priest. Dispatch them, then carefully enter each room, some of which contain shadowed elven wizards. As long as you rush them quickly and keep attacking the wizards, you should be able to disrupt their spell-casting pretty easily.

Once you've dispatched the enemies on this level, be sure to loot the **containers (R3)** before heading up to the library. One of the containers holds the diary of Larrel's daughter, which can shed some light on the backstory in the game. Don't worry about resting or recharging your strength. From now on, there should be no enemies remaining in Labelas Tower.



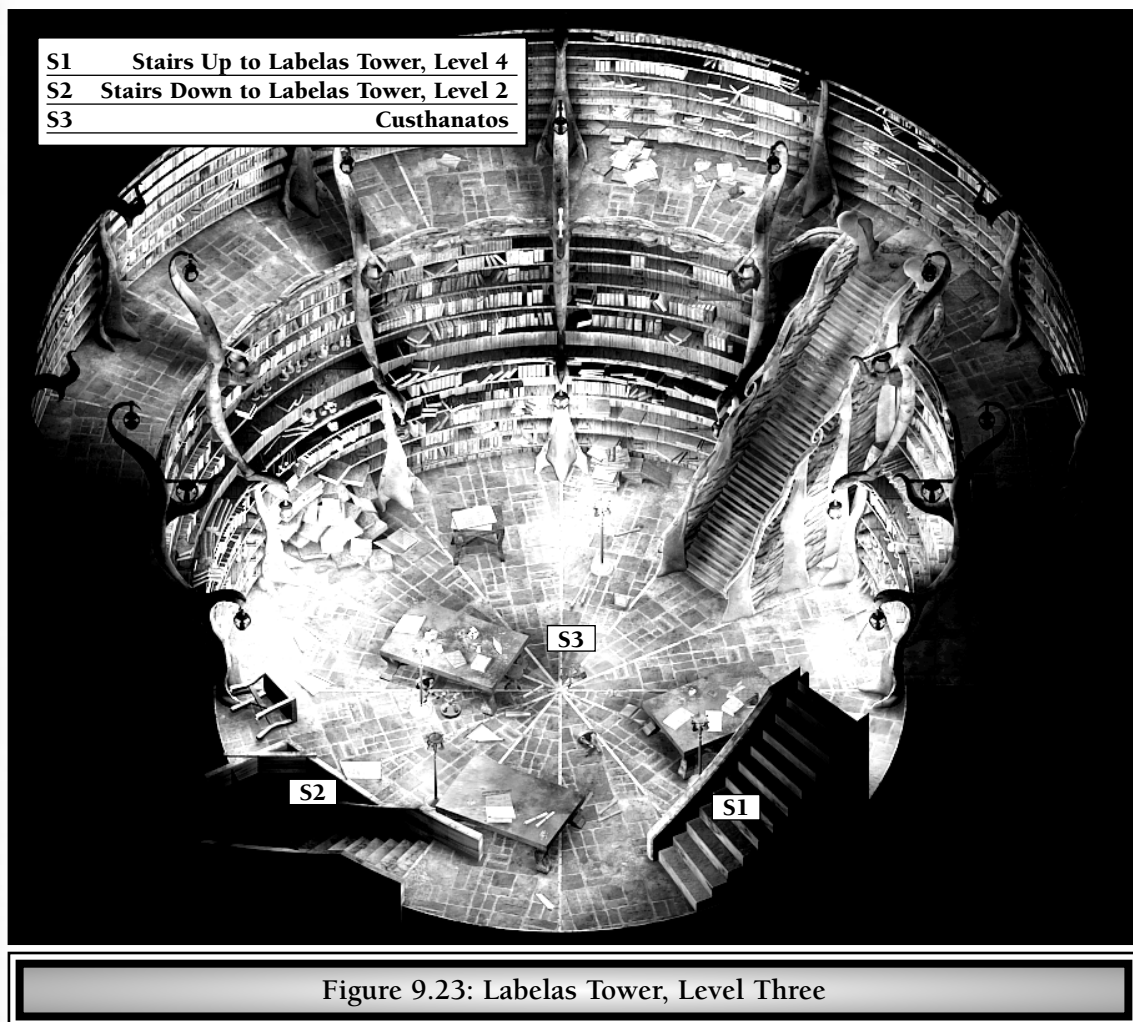
Figure 9.22: Labelas Tower, Level Two

Labelas Tower, Level Three

This multi-tiered library (see Figure 9.23) contains the stairs up to Labelas Tower, Level 4 (S1) and the stairs down to Labelas Tower, Level 2 (S2).

A librarian shade, **Custhanatos (S3)**, stands watch over the stacks here. You can retrieve a number of books from him simply by asking. In addition, simply by requesting certain tomes, you may discover that someone has been here before you, looking for the same volumes.

There's one book in particular you'll want to snag from Custhanatos, the one concerning "Mythal Theory." This is the book you'll want to take to Orrick the Grey in Kuldahar in exchange for an experience point award and a magic item.



Labelas Tower, Level Four

This sprawling chamber (shown in Figure 9.24) contains the Astrolab and the former ruler of the Severed Hand, Larrel. The stairs down to Labelas Tower, Level 3 (T1) are the only way out.

Larrel (T2) is wandering around inside this chamber, but he can't be spoken to until you repair the Astrolab. To do this, simply approach the Astrolab custodian, Gelarith (T3) with one or all of the four pieces, and give them to him. Once you have given him all four pieces, then the Astrolab will be fixed, and Larrel will regain enough of his sanity to carry on a conversation. At this point, you can ask him for help with the Heartstone Gem, as well as learn a great deal about the Severed Hand's fall. Listen *completely* to all of Larrel's stories. This is the only way to open up new threads in his conversation tree.



Figure 9.24: Labelas Tower, Level Four

Tip

You'll notice Larrel's hatred of the dwarves has much to do with the Hand's fall, and he also blames them for the loss of his daughter. Later on, you'll have the chance to show Larrel the truth of what happened and ease his troubled mind...and acquire a nice experience point award to boot.

Give Larrel the Heartstone Gem. A cut-scene will play where he will divine the source of the threat in the Spine of the World. Your next destination, the ancient dwarven citadel of Upper Dorn's Deep, will then appear on the world map.

If you want, you can have Larrel teleport you to Kuldahar or to Upper Dorn's Deep once he's used the Heartstone Gem. Make sure you've done everything you can in the Severed Hand first, however, since hiking your way up and down the towers can be a time-consuming process.





CHAPTER

10

Upper
DORN'S DEEP

You have restored Larrel's sanity—at least enough so that he can tell you of the workings of the Heartstone Gem. With its power, your party can discover the whereabouts of the real enemy threatening Kuldahar and Easthaven.

The next stage of your journey will take you to the dwarven complex of Upper Dorn's Deep. The Deep consists of six levels with several side areas. You have two goals in Upper Dorn's: find your way to Wurm's Tooth Glacier and recover the badge from one of Belhifet's lieutenants who dwells in Upper Dorn's.



Upper Dorn's Canyon

This narrow canyon (shown in Figure 10.1) leads to the entrance to Dorn's Deep. There are only two points of interest: one is the **entrance to Upper Dorn's Deep (A1)** and the second is the **exit to the world map (A2)**, which is where your party enters. There is a neo-orog guard post stationed right in front of the entrance to Dorn's Deep, so tread carefully.

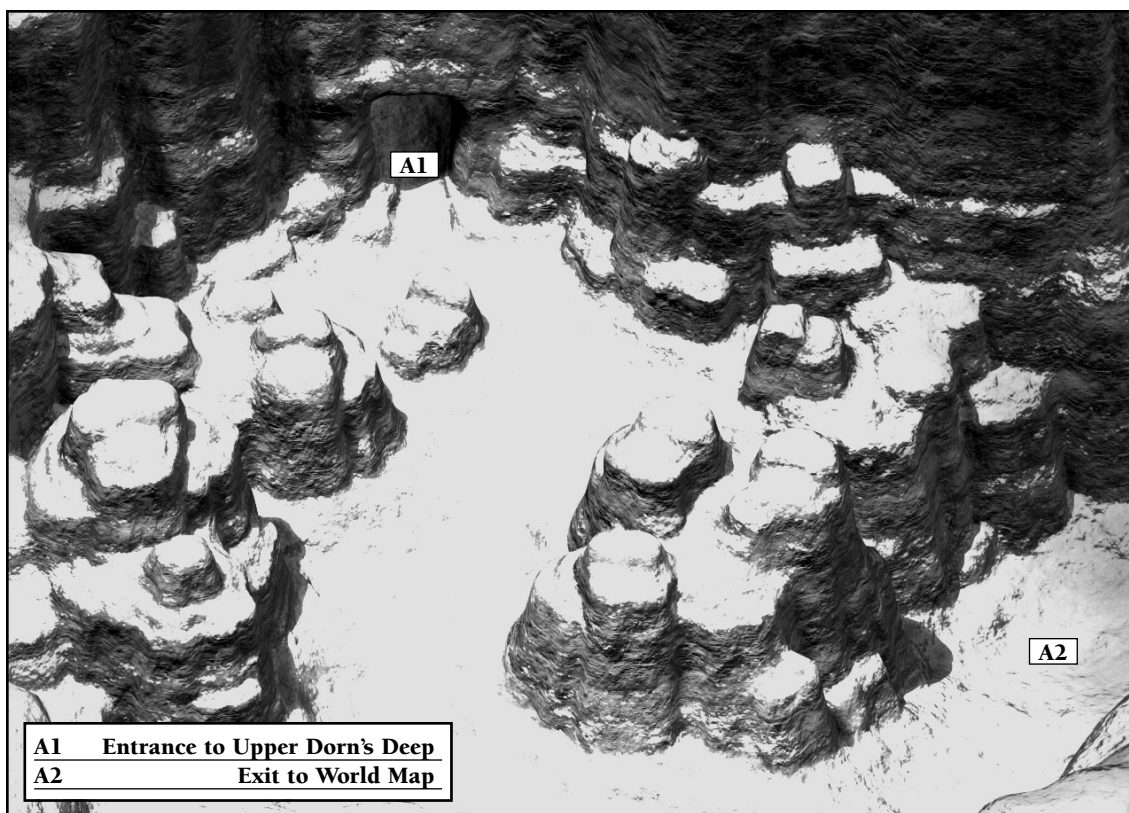


Figure 10.1: Upper Dorn's Canyon

The Myconid Caverns

You'll arrive in the huge fungus-filled cavern of Upper Dorn's Deep (see Figure 10.2) at the **canyon entrance (B1)**. The other exits from the area are the **Neo-Orog Cave (B2)**, the **Orc Cave (B3)**, the **Ettin Cave (B4)**, and finally, the **entrance to Upper Dorn's Barracks (B5)**. The most important structure on this level, however, is **Bandoth's Tower (B6)** to the northeast.

You have several choices as to where to go at this point. You can try to clean out the main part of the caverns, which are filled with blue myconids and even a few ettins. The myconids have quite a few hit points and some good melee attacks, but one of their most dangerous powers is to shoot spore clouds at an opponent (see Chapter 2: Bestiary of the Dale for more). When possible, protect your characters with spells that improve their saving throws (such as Prayer and Bless). If you don't want to try to clear out all the myconids from the main cave, you can try to head directly to Bandoth's Tower. To reach his tower, you'll need to hug the ledge on the northern wall of the cavern. Unfortunately, the ledge is *not* out of visual range of the myconids, which can allow them to pelt you with spore attacks while you're on the ledge. If you have strong missile attacks, however, you can respond in kind.

Once you reach the tower, enter and speak to Bandoth (see Figure 10.3). While relatively deranged and impatient, he offers to tell you a secret if you do something for him

first. His apprentice wandered into the myconid caves a long time ago, and Bandoth is worried he was caught and eaten by ettins. He wants you to find his apprentice, and if he's dead (he is), bring Bandoth the razorvine extract that's on the apprentice's body. The razorvine extract can be found in the Ettin cave, described a little later in this chapter. When you return it to Bandoth, he'll tell you of the secret door in the Upper Dorn's Barracks (just to make sure you don't miss it), and you'll get some decent experience points for it as well.

Be careful when speaking to Bandoth. Even though he's got a smart mouth, it's not worth your while to anger him, so don't threaten him or demand anything from him. Besides the razorvine extract quest and the information he can provide, he's also got a store with a good stock of potions and scrolls, so you don't want to tick him off (at least not before you've bought everything you can from him).

Tackle the remaining sub-areas in any order you wish. The Orc Cave is probably the easiest, the neo-orog cave a little harder, the ettin caves are difficult, and the Upper Dorn's Barracks is the toughest simply because of the number of orogs and archers running around in it. Choose the map you want, then head in.

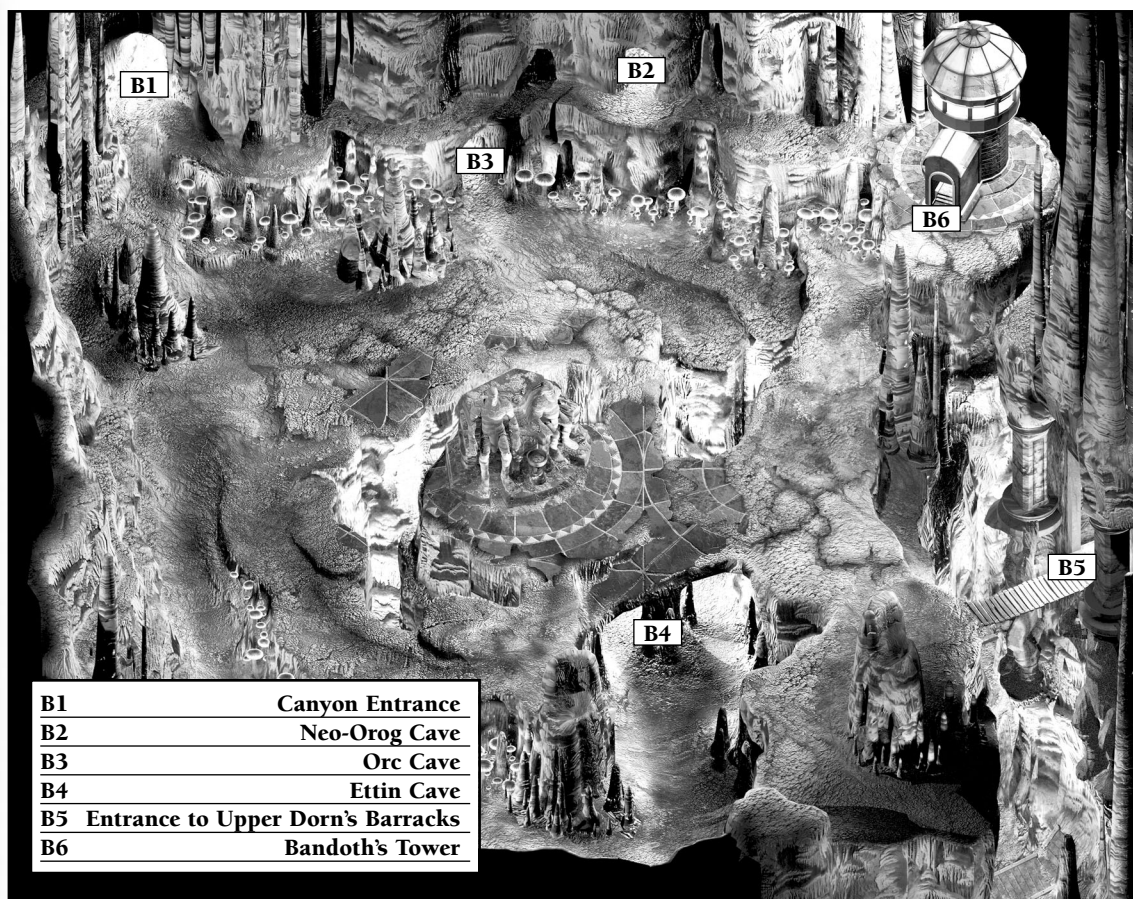


Figure 10.2: The Myconid Caverns



Figure 10.3:
Bandoth the mage—
further proof that no one
in the North can practice
magic without going mad.

The Orc Cave

The entrance (C1) is along the cave's southern edge (see Figure 10.4). When you arrive, you'll be walking right into an encampment of orc elite archers and soldiers. Get your fighters to form a defensive front line to handle the melee troops, then have the mages and archers in your party take down the orc archers they can see.

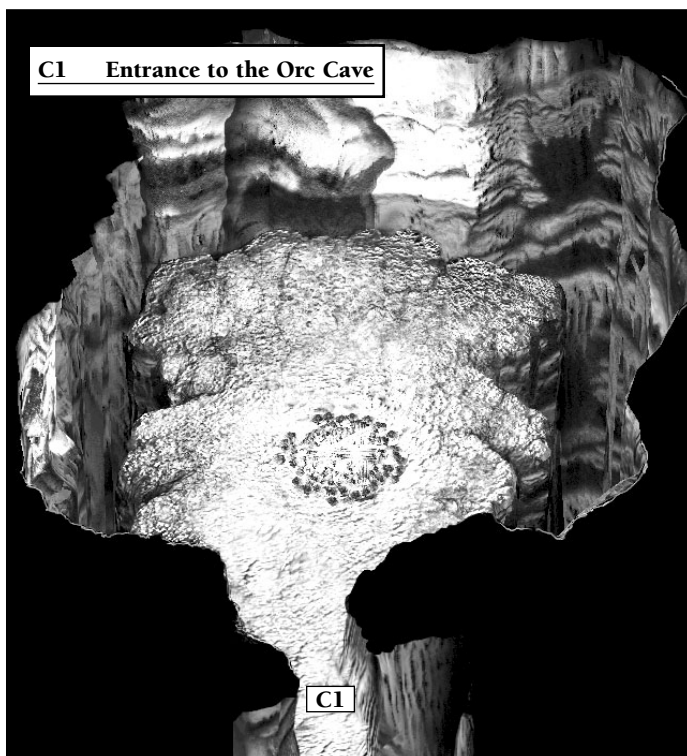
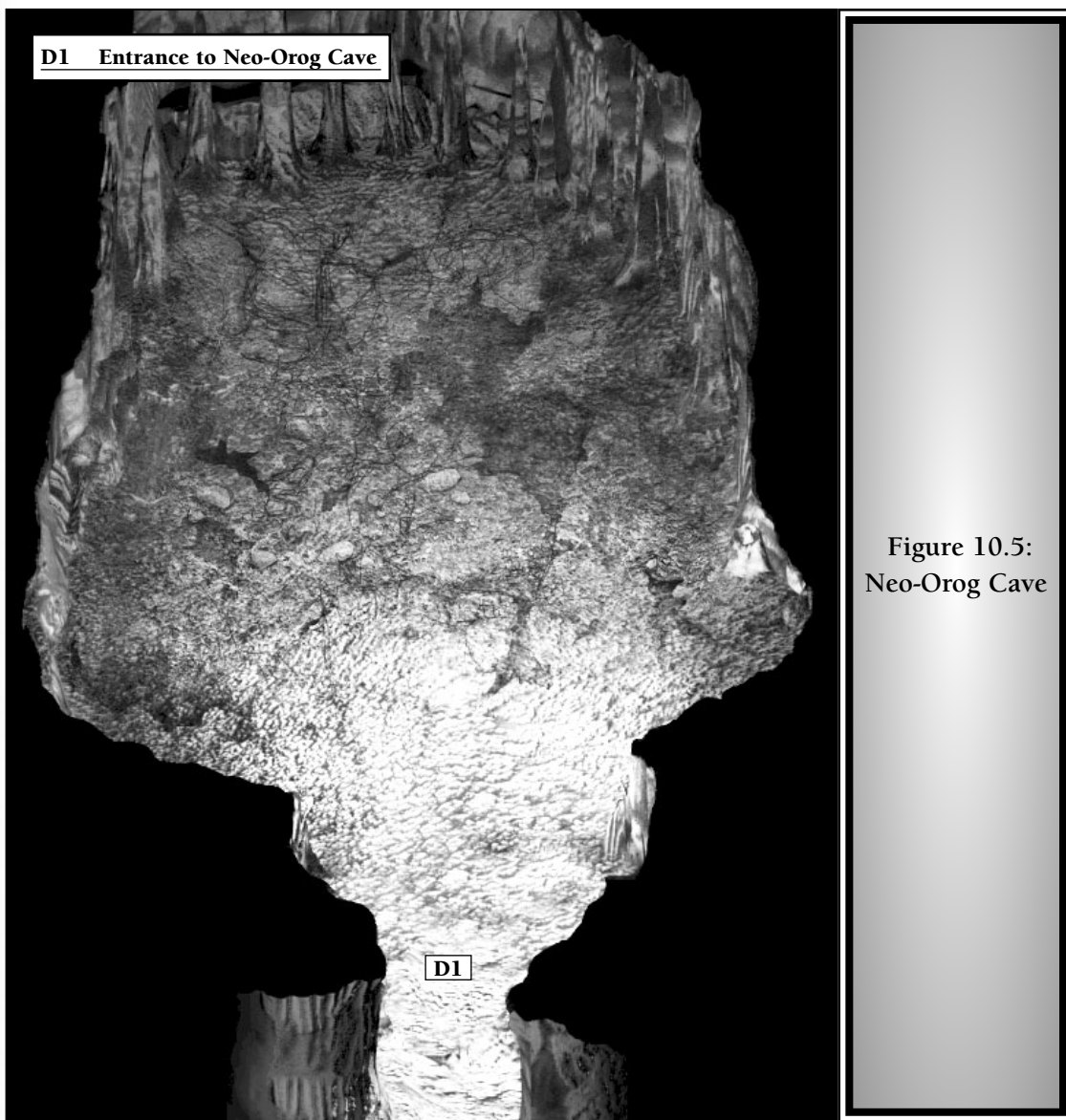


Figure 10.4:
The Orc Cave

Loot the bodies after the combat is complete, then head back into the main myconid chamber.

Neo-Orog Cave

When you arrive at the **entrance (D1)** (shown in Figure 10.5), you'll be dumped right in front of a few neo-orogs. Again, have your fighters cover the archers and mages, and try to take the neo-orogs out before they can make too many hand-to-hand attacks on your troops.



Εττιν Cave

A rocky outcropping blocks your view of the ettins that lie directly north of the entrance (E1) to this cave (see Figure 10.6). Move slowly forward and try to lure the ettins to you one a time, hammering them as quickly as possible with long-distance attacks.

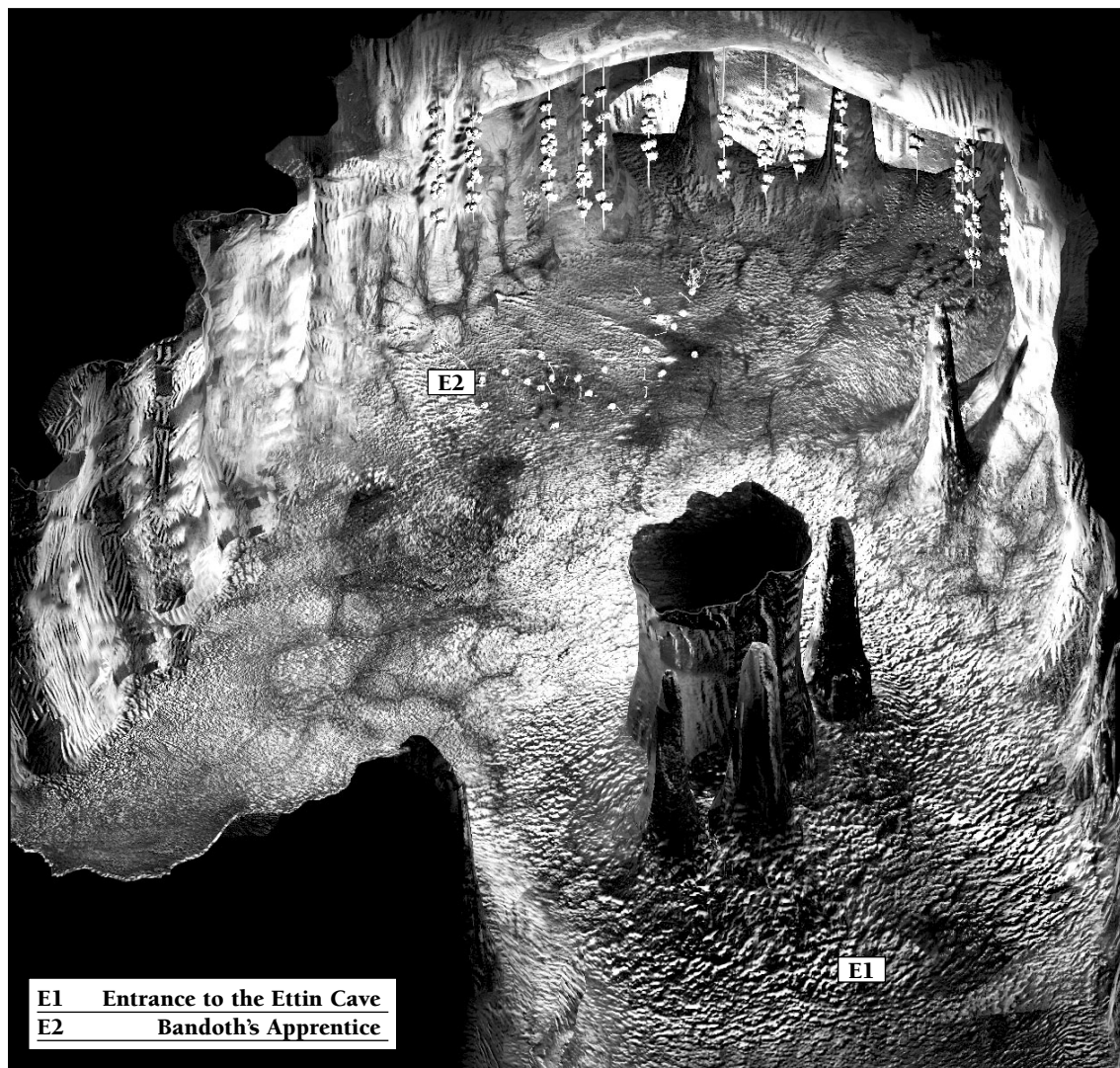


Figure 10.6: Southern Ettin Cave

Once you've cleared the room, examine the rest of the cave. The body of **Bandoth's apprentice (E2)** lies in the northwest sector. Search his body for the razorvine extract that Bandoth wants.

Upper Dorn's Barracks

You'll arrive at the **entrance (F1)** to this level in the southeastern portion of the map, shown in Figure 10.7. This level is a barracks for the Upper Dorn's troops, mostly neo-orogs (avengers and marauders), orc elite archers, and even a few drow mercenaries. Virtually every chamber on this level has a squad of these troops, so move carefully from room to room taking them out.

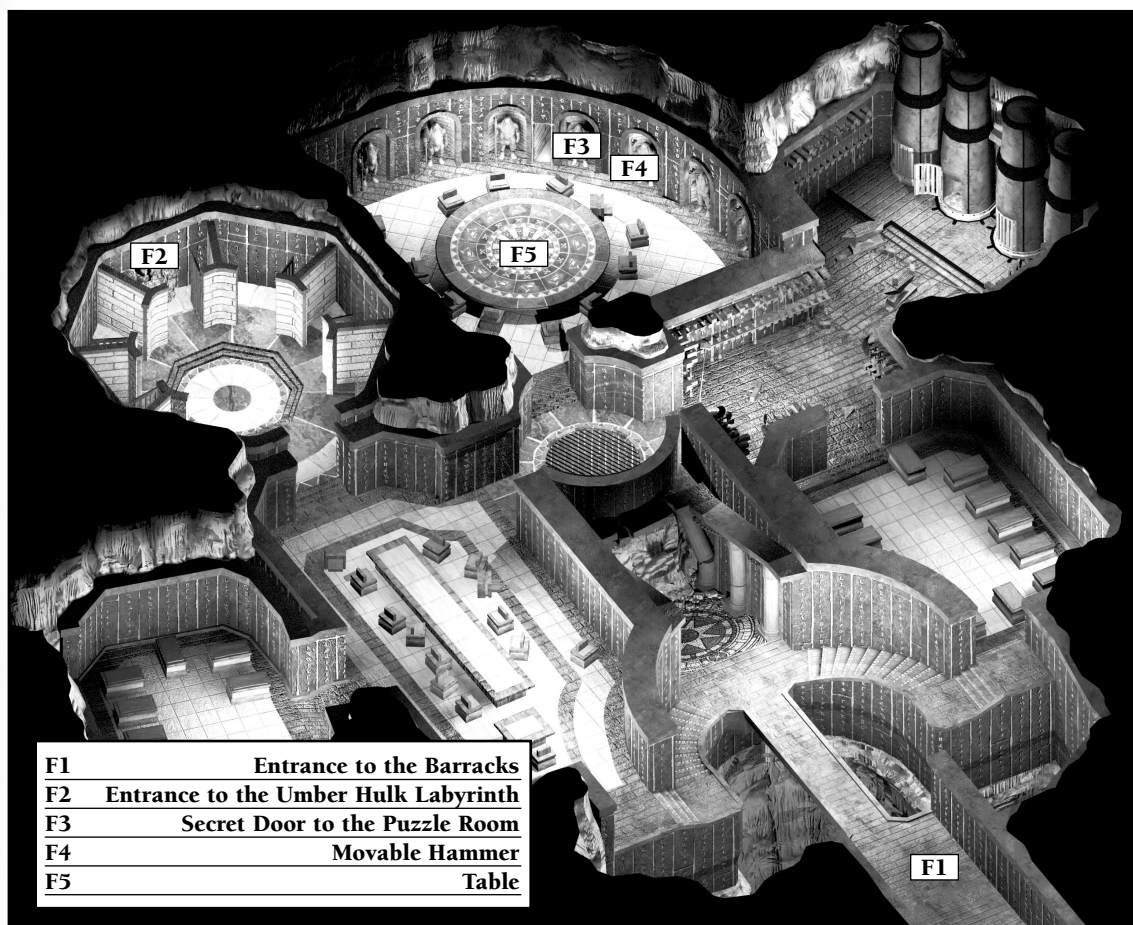


Figure 10.7: Upper Dorn's Barracks

When you arrive on this map, you'll immediately find yourself fighting neo-orogs on the bridge. As you advance across the bridge (do so slowly, so as not to draw any more monsters into your fog of war, since there's a *lot* of them across the bridge and flanking the

bridge), a group of neo-orog avengers and neo-orog marauders will move to block your path while orc elite archers and drow sorcerors on either side of the bridge (well-removed from any melee attacks you might want to hit them with) pepper your party with arrows. Have your archers and spell-casters destroy the orc archers and the drow sorcerors with area effect spells and arrows, while your fighters protect them from the elite foot soldiers. Watch out for the drow soldiers—as soon as they spot you, they'll call for two phase spiders that are hidden near the bridge to suddenly appear.

This level has two exits. One is the **entrance to the Umber Hulk Labyrinth (F2)** and the second is the **secret entrance to the Puzzle Room (F3)**. Take note: The room that contains the entrance to the umber hulk labyrinth has a different troop composition than most of the other chambers, and aside from a few neo-orog avengers, the adversaries include a couple of drow spellswords and drow vanguard troops. Tread carefully.

Tip

The puzzle room entrance is pretty easy for characters to detect, but if you've wandered through the area a dozen times and still don't see it, use your thief. As long as his "Find Traps" ability is on, he can automatically spot secret doors.

Before you enter the Puzzle Room chamber, take note of two things. The first is the **movable hammer (F4)** held by one of the statues (which serves as a lever, although it won't do anything until you solve the Puzzle Room). The other involves the symbols on the **table (F5)** in the center of the room. The table's design has three rings, each with a symbol. Be sure to make a note of the symbols before you enter the puzzle room.

Puzzle Room

This small circular chamber, shown in Figure 10.8, at first seems to be a dead end. Although the only exit seems to be the **tunnel to the barracks (G1)**, your goal is actually to open the **secret stair (G2)** in the middle of the room.

Warning

Enter each ring only from the appropriate symbol. If you touch a symbol out of sequence, the traps all reset.

Do *not* walk on the symbols in the middle of the room. All of them have traps that will be set off if you step on them in the wrong sequence. To unlock the secret of the Puzzle Room, step on the symbols in the order shown on the table in the barracks. The combination is **Symbol One (G3)**, **Symbol Two (G4)**, and **Symbol Three (G5)**.

Once you have walked on the symbols in order, leave the room and go back to the barracks. Head to the lever in the room with the table, then pull it. Re-enter the Puzzle Room and you'll be rewarded with the appearance of the stairs leading down. You may wish to explore the

Umber Hulk Labyrinth before heading down the stairs.

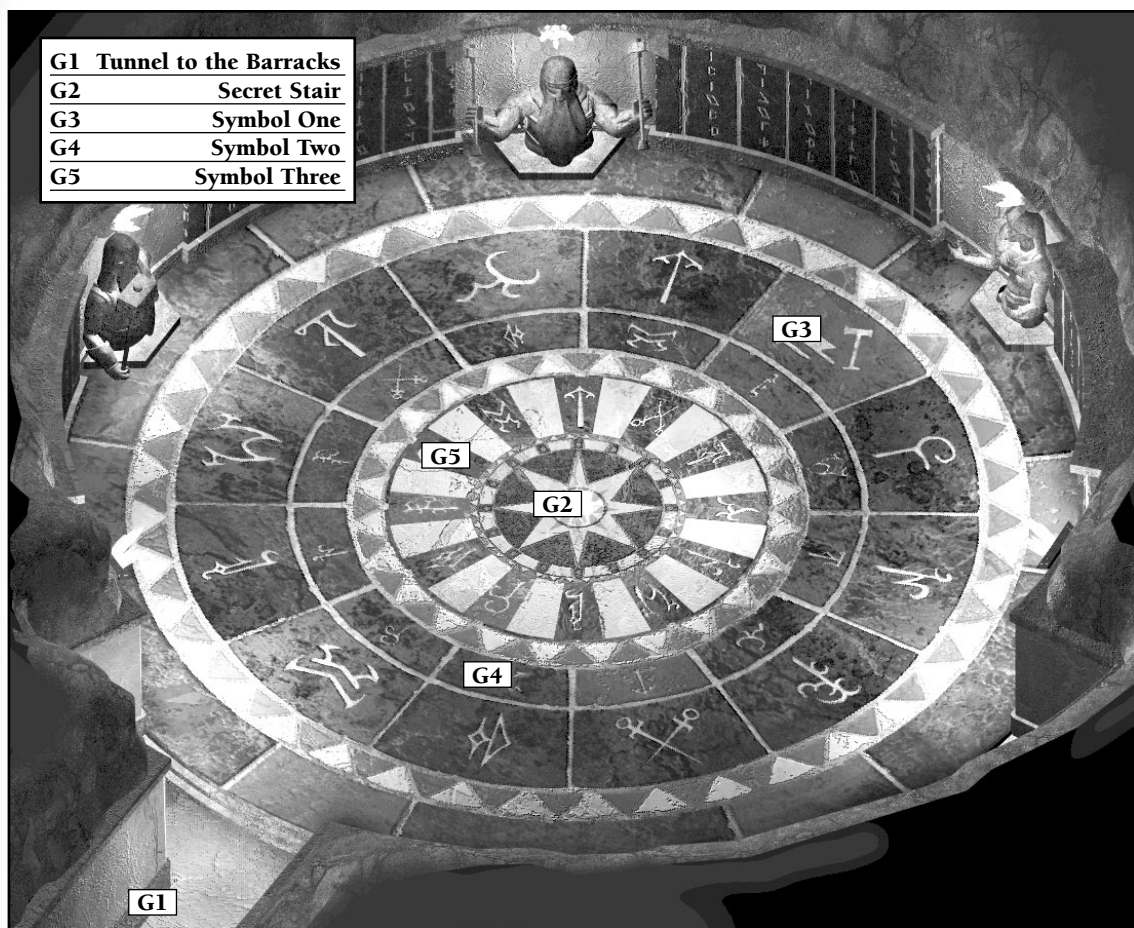


Figure 10.8: Puzzle Room

Umbor Hulk Labyrinth

Note

Collecting lieutenants' badges is a main goal from here on. There are six lieutenants, and you'll need all their badges in Lower Dorn's Deep in order to reach the end of the game.

The entrance to this level (H1) lies in the eastern tunnel of these twisting caverns (see Figure 10.9). This area is filled with numerous kinds of monsters: neo-orogs (elite and standard), ettins, and one **polymorphed umber hulk** (H2). Speak to the umber hulk. He'll tell you about his condition, as well as everything he can about the caverns. He'll ask you to return when you've killed the orog lieutenant (see later in this section). Be sure to do so, as this will give you a nice experience point award when you tell the umber hulk you've succeeded.

There are three other places of note in this maze. One is the **ettin chamber** (H3). The second is the

fallen bridge (H4) in the corner, where you can find the body of a careless explorer. On his person is a journal where he mentions the secret door to the puzzle chamber in the barracks. Of course, with this strategy guide, you don't need it.

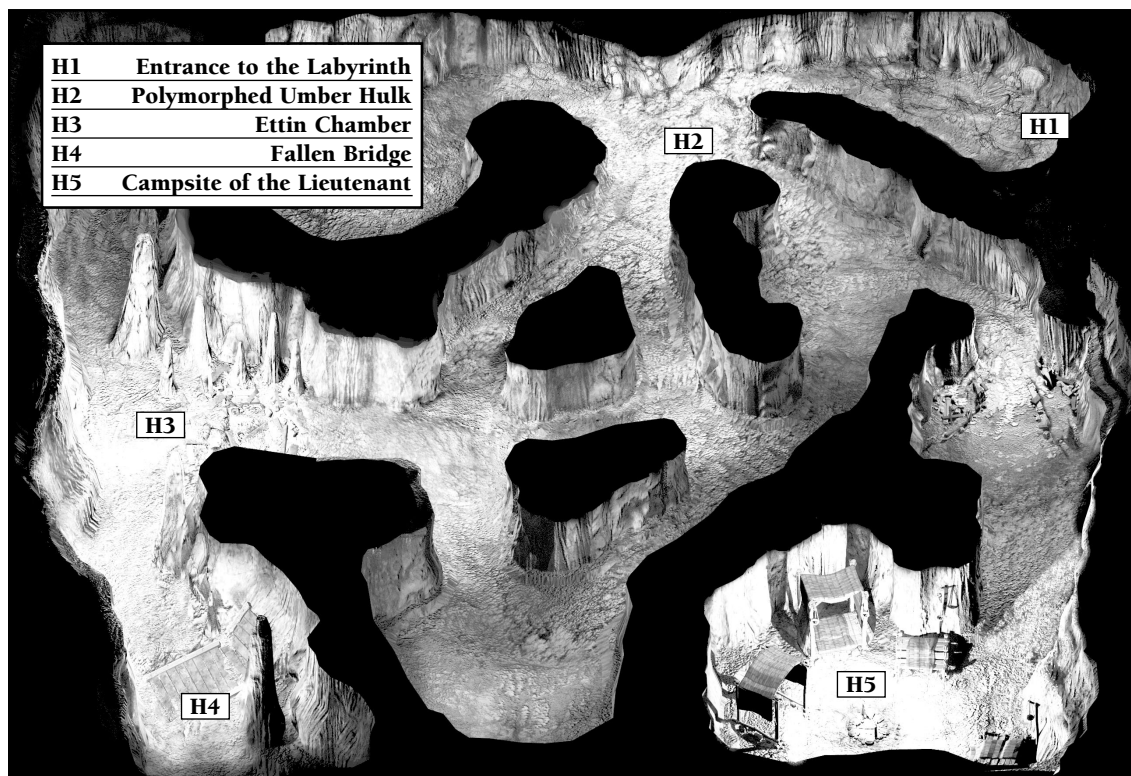


Figure 10.9: Umber Hulk Labyrinth

The third location of note is the **campsite of the lieutenant (H5)**. This lieutenant, Krilag, is the leader of the neo-orogs roaming Upper Dorn's Deep. He'll try to initiate conversation with you as soon as he sees you, so make sure one of your toughest fighters is in the lead. As with any other enemy who auto-initiates dialogue with your party, lure him as far away from his location as possible to cut Krilag off from his support troops. Krilag will demand to know what you're doing in the caves, and you'll have an option to betray the presence of the polymorphed umber hulk to Krilag. Refuse, then attack him. When you've killed the lieutenant, take his badge; it's a plot critical object you'll need later.

Once you've cleaned out this area, head back to the Puzzle Room, head down the stairs, and enter the Gear Room.

Gear Room

This room (shown in Figure 10.10) is the only route between the Puzzle Room and the Great Forge. Look for traps and watch where you walk, as the dwarves set a number of traps in the area. You'll enter this map from the **Puzzle Room stairs (I1)**. The exit to the Great Forge (I2) is to the southeast.

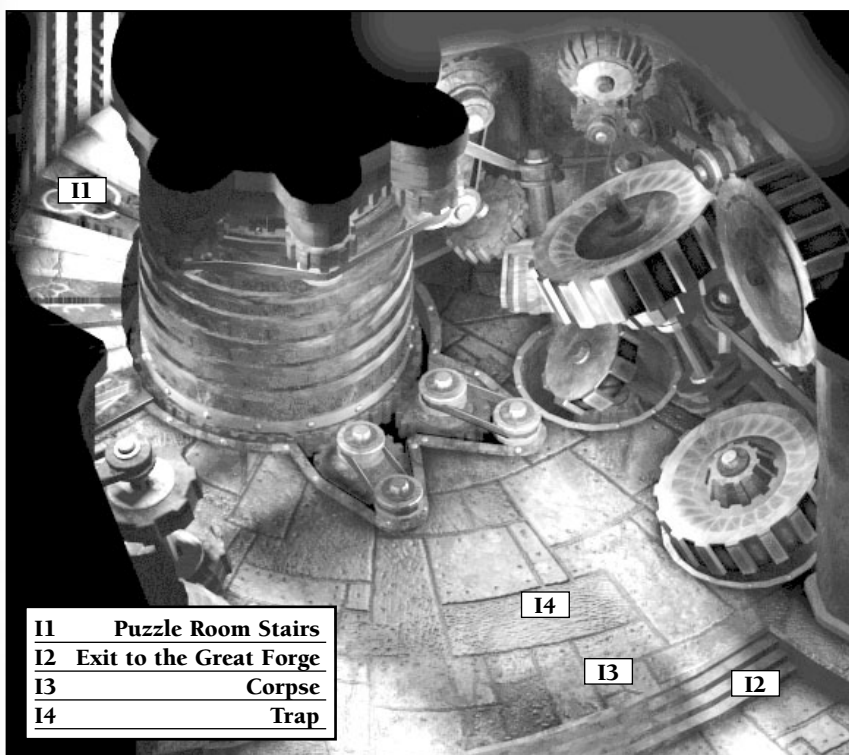
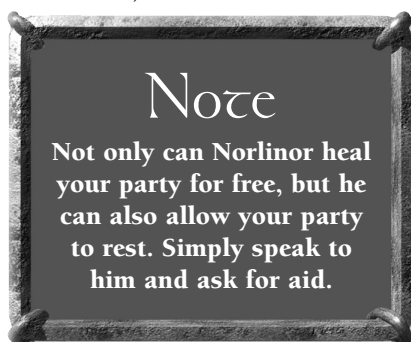


Figure 10.10:
The Gear
Room

There is a corpse (I3) lying on the floor of the Gear Room, but watch out for the trap just to the northwest (it's on the huge flagstone, which you can't miss...one way or the other). On the corpse is a note explaining the disturbances plaguing the Tiers of the Dead, described later on in this chapter.

The Great Forge

The party enters this area (shown in Figure 10.11) by stepping out of the arch to the Gear Room (J1). The only exits from the chamber are the three archways along the top balcony, all of which lead to the Tiers of the Dead (J2). There are no monsters or traps in this chamber, so take a breather here if you need to.



This chamber's lone occupant is Norlinor (J3), a restless spirit who can fill your party in on the dangers that await you in the Tiers of the Dead. Speak to him, and learn about the lich that has invaded Upper Dorn's, as well as the details on how to defeat him. Listen to everything you can, then depart. Your immediate goals after this are to enter the Tiers of the Dead, defeat the lich and take his key, then enter the tombs in the Hall of Heroes and destroy the phylactery that holds the lich's life essence. All in a day's work for a party of adventurers.

Before you charge up to the top balcony, keep in mind that the chambers beyond feature both a lich and lots of common undead. Keep your rings of protection and anti-

undead spells ready, but tell your priests to put away their holy symbols: most of the undead you'll encounter from here on in Lower Dorn's are unturnable. It's recommended that you rest with Norlinor or else return to Kuldahar to heal and memorize the right spells.

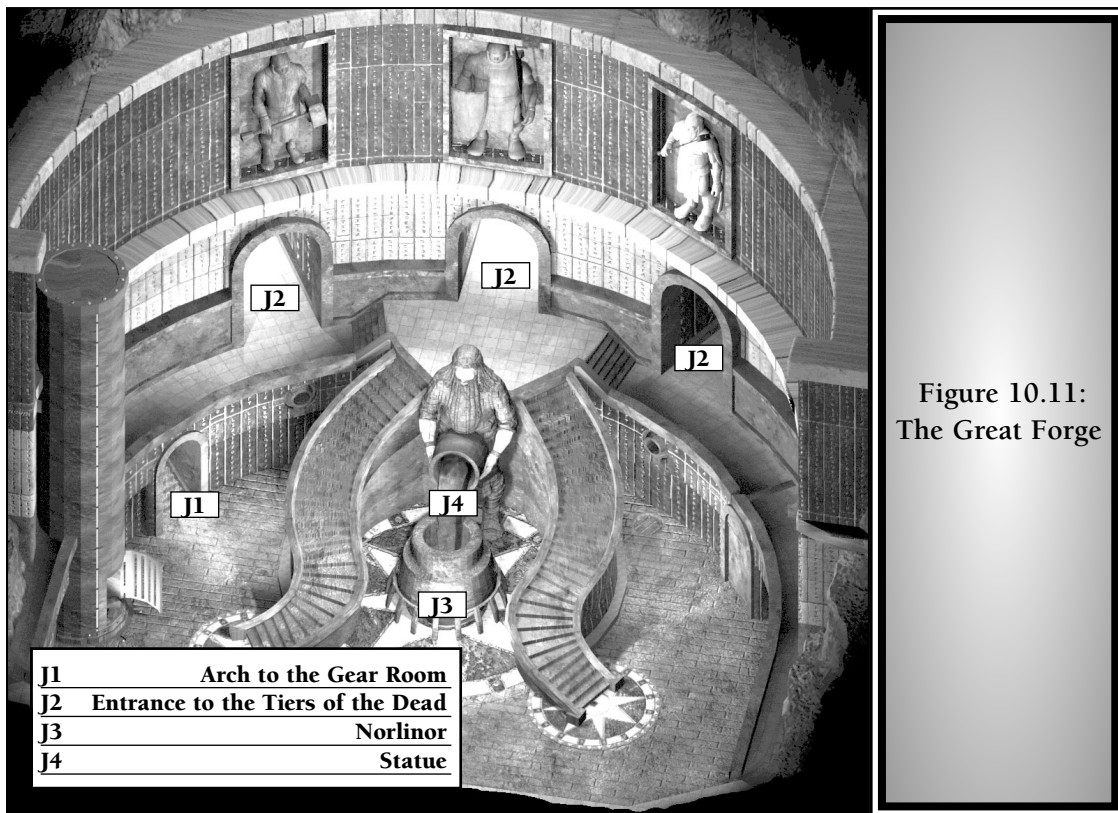


Figure 10.11:
The Great Forge

Two staircases flank the huge statue (J4) in this room, which is actually a forge (inactive when you first enter). You'll need to return to the statue later when you turn the forge back on (which can be done by killing the lich in the Tiers of the Dead once and for all) and retrieve the key from the box that will (now) be lying in the fountain. Be sure to speak to Norlinor as well when you return, since he will give you a large amount of experience points for disposing of the lich and sending the spirits of his ancestors to their final rest. There's nothing you can do at this point, however, so save your game and enter the Tiers of the Dead.

The Tiers of the Dead

Aside from the undead that'll start coming at you from all sides as soon as you enter and the tons of traps all over the place, this area's worst feature is a lich named Terikan. The good news is that you can't see the lich upon entering the chamber (see Figure 10.12). You'll have to make your way up across the center causeway (K1) in order to see him. As a result, it's better to clear out the left side of the chamber (K2) before tackling the lich, shown in Figure 10.13. Tread carefully—not only is a good portion of the sarcophagi trapped, but there are traps spread across the floor as well. Move slowly, with a thief or a priest with the Find Traps spell leading the way.

- | | |
|----|----------------------------|
| K1 | Center Causeway |
| K2 | Left Side of the Chamber |
| K3 | Top Balcony |
| K4 | Exit to the Great Forge |
| K5 | Door to the Hall of Heroes |

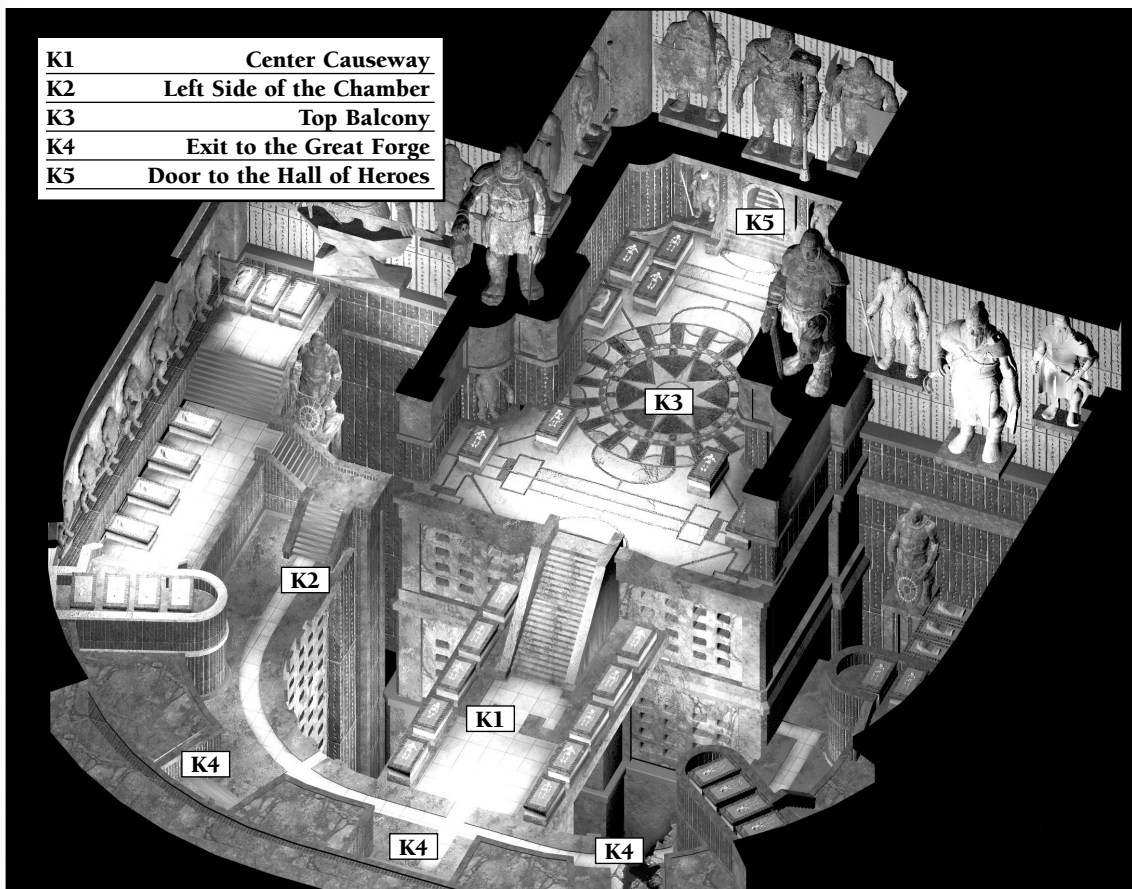
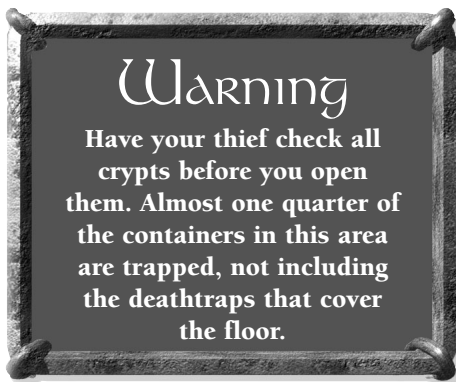


Figure 10.12: Tiers of the Dead



Figure 10.13:
This irritating @\$@
will respawn if you don't
crush his soul in the
Hall of Heroes.



A lot of undead are present in this chamber, including ghouls, ghosts, zombies, armored skeletons, and skeleton archers. Carry at least one blunt weapon in one of your quick weapon slots in order to smash skeletons. As long as your fog-of-war doesn't touch the lich on the **top balcony (K3)**, you should get through this part of the room okay.

Once you've cleared out the rest of the room as best you can, you're ready for the lich (if you want to head back to Kuldahar and rest up again, go ahead). If you want to try him, save your game, then think about the following tactics:

- ❖ Make sure anyone who enters close combat with the lich has great saving throws vs. paralyzation or else has Free Action cast on them. They should also be armed with a weapon with a low speed factor so you can hit him before he can get any spells off. A faster and more accurate weak weapon is better than a slow, powerful one.
- ❖ Liches are hurt only by magic weapons. Arm yourself appropriately.
- ❖ Don't waste electrical-, cold-, or mind-based spells on the lich. Death and Charm spells are also out.

As soon as the lich detects an enemy, it will proceed to cast Animate Dead and fill up the area with zombies and skeletons. You don't have to kill these creatures unless you want to. If you end up killing the lich, they'll all die instantly. Just hack your way to the lich and kill him. You'll need the key he carries in order to progress to the Hall of Heroes and open his tomb there. Move quickly, as he'll keep respawning, both within the Tiers of the Dead and the Hall of Heroes until the phylactery is destroyed.

Unless you destroy the lich's life essence in the Hall of Heroes he'll respawn. So once you've defeated the lich, *don't return to this room from the Hall of Heroes until you've destroyed his life essence in the tomb*. Don't be tempted to keep killing him for experience points, since you only get experience points the first time you kill him. After that, he'll just whittle down your strength.

There are two exits in this chamber. One is the **exit to the Great Forge (K4)** and the other is the **door to the Hall of Heroes (K5)**. The Hall of Heroes should be your next destination. (You'll need the key from Terikan to unlock and open the door to the Hall of Heroes.)

Hall of Heroes

Past the Tiers of the Dead lies the Hall of Heroes, shown in Figure 10.14. You'll enter from the **passage to the Tiers of the Dead (L1)**, and your goal is to leave Upper Dorn's Deep by opening the **gate to Wyrms Tooth Glacier (L2)**. To do this, you'll need to destroy the essence of the lich that remains in the tomb and then recover the key from the Great Forge room. Unfortunately, not long after you enter this hall, the lich will show up again and keep respawning to attack you until you can destroy his phylactery (the process is detailed below).

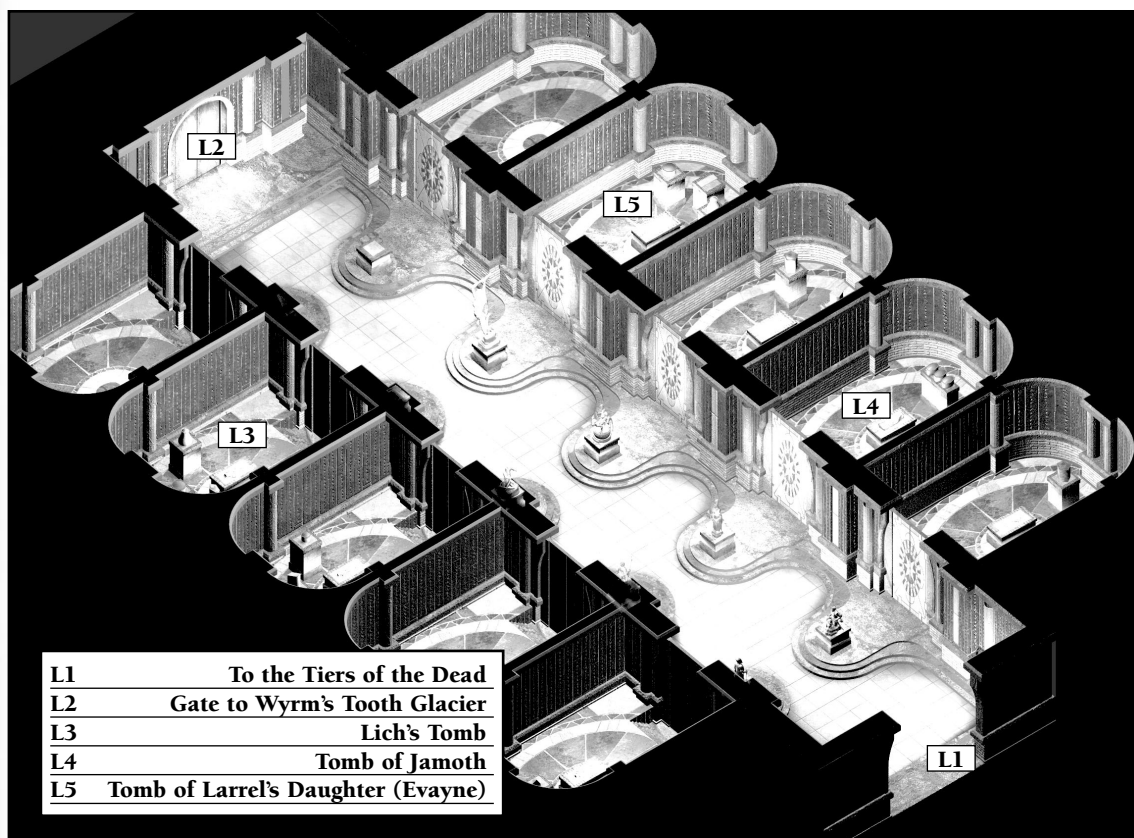


Figure 10.14: The Hall of Heroes

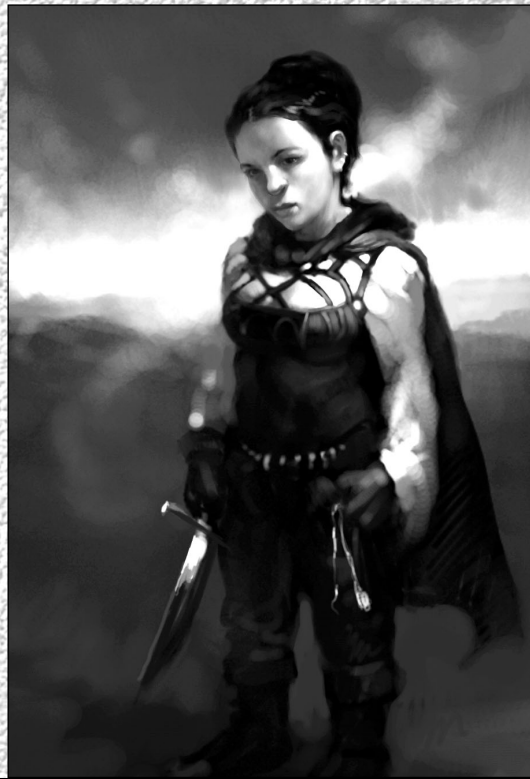
This area contains eight tombs. Each of them contains a sarcophagus and an offering pedestal, many of which contain treasure and traps. If you're in the mood to do a little grave robbing, keep an eye out for unpleasant surprises on the pedestals, the sarcophagi, and even the floors of the tombs. Some of the tombs may even have an occupant that hasn't quite gone on to his eternal reward, so ready your weapons before busting open a tomb. There may be a greater mummy or two waiting for you.

Three of the tombs are significant. Most important is the **lich's tomb (L3)**, which you'll need to enter in order to find the phylactery that holds his life essence (it's sitting on a shelf in the tomb, not in the sarcophagus), *but watch out for traps within the tomb*. To destroy the phylactery, you need to open the **tomb of Jamoth (L4)** and walk in. As soon as you enter, you'll get a brief message saying the phylactery was sucked into the Negative Material Plane Vortice within the tomb, and Terikan will be destroyed forever. Once you destroy the lich's essence, you can then reclaim the key that lies in the Great Forge room. It'll be floating in the lava spilling forth from the statue (don't forget to speak to Norlinor, too). Simply open the container, snag the key, and bring it back and unlock the door. When you return, however, there will be a small group of bronze guardians in the tomb. They have been sent to stop you, courtesy of your new enemy (the one who murdered Arundel) who is now doing his best to keep you from getting any closer to him.

The other tomb of importance is the **tomb of Larrel's daughter, Evayne (L5)**. When you reach this vault, you'll find Evayne's journal, which can be used to fully put Larrel's mind at peace (and give you a great experience point reward). Take the volume to Larrel after you advance to Wyrms Tooth Glacier (it's easier to reach the world map by pressing on to the glacier rather than by walking back through Upper Dorn's). When you present it to Larrel, you will gain a new dialogue option and a ton of experience points.

That's it for the sprawling expanse of Upper Dorn's. The next area you'll pop out into has a number of snow trolls running around in it, so be sure to equip yourself properly before stepping out.





CHAPTER

11

Wyrm's
Tooth

After Upper Dorn's Deep, your party emerges onto Wyrms' Tooth Glacier, the home of ice salamanders, ice trolls, snow trolls, yetis, winter wolves, and frost giants. Within the glacier lie the ruins of Lower Dorn's Deep and the remaining lieutenants of Belhifet that hold the keys to his defeat.

Wyrms' Tooth is not as spacious as Upper or Lower Dorn's, but its inhabitants are no less fearsome. Equip your mages with all the fire-based spells they can memorize and torch anyone that is more than three times your height. You have two goals in this area. One is to recover the second lieutenant badge held by the frost giants. The second is to carve a path to Lower Dorn's Deep.



Wyrms' Tooth Glacier

Wyrms' Tooth Glacier is the brightly-lit plateau of ice and snow shown in Figure 11.1. You'll emerge onto the glacier from the **tunnel to Upper Dorn's Deep (A1)**. When you enter this location, however, be warned. Several packs of snow and ice trolls are wandering around the area, and they won't be pleased to see your party. Have a lot of flame-based spells and items ready, both to take out the trolls quickly and to *keep* them down (the snow trolls will get back up if you don't kill them with fire). Move cautiously, and as always, try to take them out from a distance. Be sure to watch out for the **ettin (A2)** standing in the ruined amphitheater, and the pack of yetis and glacier yetis (along with their chieftain) that are roaming around on the roof of the **Museum of Dugmaren (A3)**. Inside the museum is where most of the frost salamanders in this area have made their camp, along with their king, Kerish. To enter the museum, simply enter through the ground floor **museum entrance (A4)**.

Note

It is important that you try to cross the bridge before you speak to Soth in the museum. Only when you know that you can't cross it do you get the dialogue option with Soth to ask him how to fix it.

You don't have to enter the museum directly, however. If you wish, you can enter it through one of the three doors in the southern sections of the glacier. All of these doors lead to the **museum basement (A5)**, where you can find a group of human slaves that have escaped from their frost salamander masters and are hiding out, trying to think of a way to escape the area (more on this in the "Museum Basement" section later on).

Other points of interest include the **rickety bridge (A6)** and, past it, the **Frost Giant Caves (A7)**. You can't cross the bridge to reach the Frost Giant Caves until you find engineer Soth in the basement

beneath the Dugmaren museum, so just make a note of it and move on.

Although there are many exits on this map, there is one that you should try to clear a path to as soon as possible. The **Ice Tunnel (A8)** on the northeast section of the map is extremely important to secure, since it gives you access to the world map (and back to Kuldahar so you can rest and re-supply the party). The snow trolls in this area don't respawn, so if you clear them out now, you won't have to worry about being attacked by them again when you return.

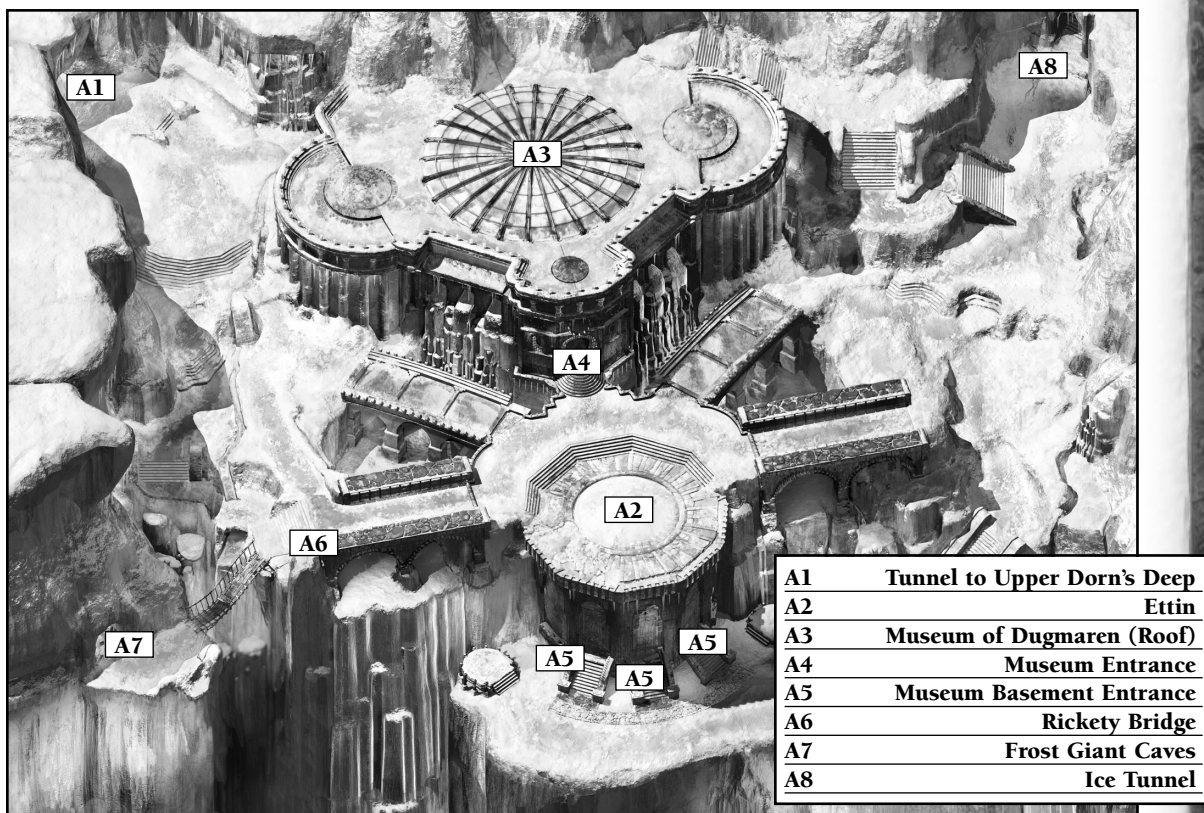


Figure 11.1 Wyrm's Tooth Glacier

Ice Tunnel

This small map, shown in Figure 11.2, has several places of interest. One is the **tunnel to Wyrms' Tooth Glacier (B1)**; another is the **entrance to the world map (B2)**.

The third tunnel leads down to **Lower Dorn's Deep (B3)**. If you haven't cleared out Wyrms' Tooth yet, hold off taking it on until you've done everything else in this chapter. The added experience and items will make tackling Lower Dorn's much easier.

The last point of interest is the **sealed gate (B4)** along the northwest wall. It's shut tight for now, so don't try picking the lock or casting Knock spells. It won't open until you retrieve the key from Kerish in the Museum of Dugmaren. This map is a safe place to rest. You may want to return to Kuldahar just to dump off some of your excess items, but if you need a quick spot to re-memorize your spells and heal some hit points, this area's perfect.



Figure 11.2: Ice Tunnel

Museum of Dugmaren

This area, shown in Figures 11.3 and 11.4, is a giant frozen aquarium inhabited by ice salamanders. If you enter from the main entrance, you'll be confronted by a couple of frost salamander guards who will ask you your business, then try to escort you to Kerish. Let them do so; getting on good terms with Kerish now will allow you to scout the museum without fear of being attacked. If escorted here by the guards, let them take you to see

Kerish (C1). He'll suspect that you're a spy sent by Brother Poquelin/Belhifet to check up on him, so he'll be wary of your party. Use this to your advantage and plumb him for all the information you can. If you ask him about the dead bodies lying around the area, he'll mention a problem that you can help him with. A number of escaped slaves are hiding down on the lower levels where it's too warm for the salamanders to go. Kerish wants their leader, Vera, assassinated for escaping from the salamanders and embarrassing him. Either agree to do the job for him (whether you intend to do it or not), refuse, or simply tell him you'll consider it.

Tip

Do not kill Kerish until you've asked him who's in charge, why, and the mysterious circumstances surrounding how the new leader came to be in power. It'll open up new dialogue options for you with Joril later on.

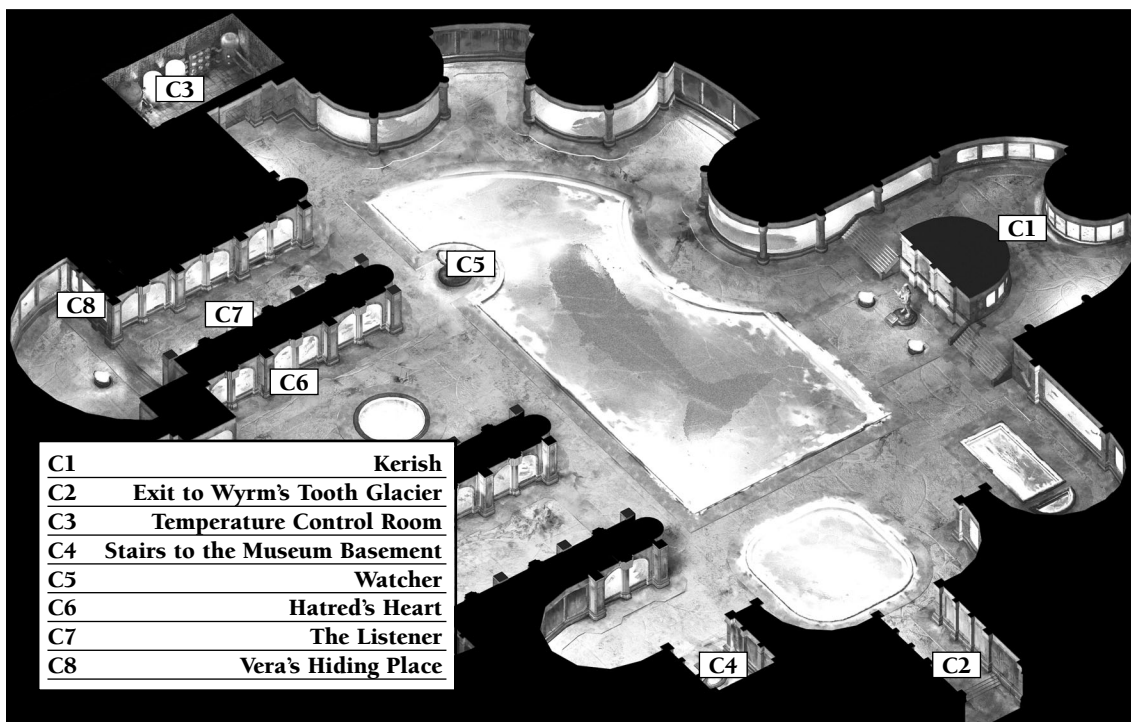


Figure 11.3: Museum of Dugmaren

There's a few ways to accomplish this mission. One is to find Vera and kill her (she's on this level, see later on in this section); the second is to go to the basement of this level, speak to Gareth and listen to what he says happened to Vera (he believes she's dead), then come back and tell Kerish that she was killed in the escape. Although actually killing Vera gets you more experience points with Kerish, you'll want her alive, since Vera herself is the source of another batch of experience points, provided you try to help the slaves escape. It's best if you talk to Gareth before you talk to Vera, then go tell Kerish that Vera's "dead" (at least as far as the slaves know).

Explore this level thoroughly while the salamanders are friendly. Aside from the huge number of frost salamanders, a good number of winter wolves, snow trolls, ice trolls, and greater ice trolls are scattered throughout the area. The rest of the museum holds the **exit to Wyrms' Tooth Glacier (C2)**, a **temperature control room (C3)**, and **stairs to the basement (C4)**. The latter leads to the heated levels where the slaves are hiding.

As you go through the level, remember to speak to a few special salamanders: the **Watcher (C5)** looking at the frozen whale, **Hatred's Heart (C6)**, who is trying to make sense of the museum, and most importantly, the **Listener (C7)** in the northwest section.

Note

Kerish has the key that the slaves need to escape Wyrms' Tooth. If you want to save them from the salamanders, you'll either have to ask the king for the key or kill him for it. You can only ask him for the key after you know it exists, however, which can only be done by speaking to Gareth in the museum basement.

Speak to the Listener and you'll discover that he keeps hearing something from down the hall, but whenever he goes to investigate, he never finds anything. Offer to go look for him.

The noise is being caused by the leader of the escaped slaves, Vera (who Kerish wants assassinated, though he thinks that she's down in the basement with the other slaves, not here). You can find her behind the corner of one of the museum tunnels, too afraid to leave her **hiding place (C8)**. Vera's worth tracking down, since she can tell you about the history of the area and what you can do to free the slaves. To fully gain her trust, you'll need to have spoken to Gareth in the

museum basement about Vera and heard her story. Not only that, but after you have freed the slaves (discussed in detail later on), you can return and tell Vera of your success in freeing them, and you'll get a huge chunk of experience for putting her mind at ease. After speaking to her, you can either choose to betray her to the Listener, or tell him that it was just the building "settling;" you'll receive the same number of experience points either way; just be sure to tell her about freeing the slaves *first* if you choose to betray her to the Listener. (You don't want to miss out on the ton of free experience points.) It also can't hurt to pick pocket Vera to see if she has anything on her before she escapes the area or you betray her.

Keep in mind that although you can barge in and slaughter all the frost salamanders on this level, you'll earn more experience by first completing the tasks for Kerish, the Listener, and/or the slaves. Once you've milked them for all they're worth, then feel free to kill all the salamanders and monsters on this level.



Figure 11.4:
Fish anyone?

Museum Basement

This heated level (see Figure 11.5) is where the escaped slaves are hiding; the temperature of the room is high enough that the salamanders can't enter without suffering extreme pain. The slaves, despite the shelter that the warmth provides, are in desperate circumstances. They have no food, and if they don't escape soon, they'll starve.

Speak to the current leader of the slaves, **Gareth (D1)**. He'll ask if you can help the slaves escape. To do this, you'll need to find a way to open the locked gate in the Temple of Dugmaren (see the next section). This passage is the museum's "back door"; once opened, the slaves can make their way to safety. You can either agree to take the mission for Gareth, refuse, or tell him you'll consider it and explore the area. Kerish is in the museum above and currently holds the key. You can bluff him (saying you're going to use it to trick the slaves), or simply kill him and take it. It's better if you bluff, since not only do you get experience points for it, but tricking Kerish will cause an ambush to take place later in the temple of Dugmaren, which will spawn in more critters that you can kill for experience points (see the "Temple of Dugmaren" later on in this chapter). Once you've snagged the key from Kerish, bring it to Gareth, and he'll prepare the slaves to leave (and give you an experience point reward).

Note

If you bluff Kerish for the key, then use it to help the slaves escape, frost salamanders and snow trolls will spawn in the Temple of Dugmaren to attack you for your treachery. Having this happen can be useful, since these extra monsters can add to your experience points and are otherwise unavailable.

There are three exits from this map. Two of them lead to the **Temple of Dugmaren (D2)** and the other leads to the **stairs up to the museum (D3)** where Kerish and the frost salamanders are located.

Before you leave the room, ask **Soth (D4)** what he's learned from the texts in the museum (see the Wyrms' Tooth Glacier section, detailed earlier). If you've seen the rickety bridge on the glacier, he can give you a book on dwarven engineering that will allow you to cross it safely. If you choose to kill him, simply take the engineering book from his corpse.



Figure 11.5: Museum Basement

Temple of Dugmaren

The locked gate (E1) in this room (see Figure 11.6) leads to the Ice Tunnel level. Kerish has the key to unlock it. Two of the five exits in the room lead to the Museum Basement (E2), while the other three go to Wyrms Tooth Glacier (E3).

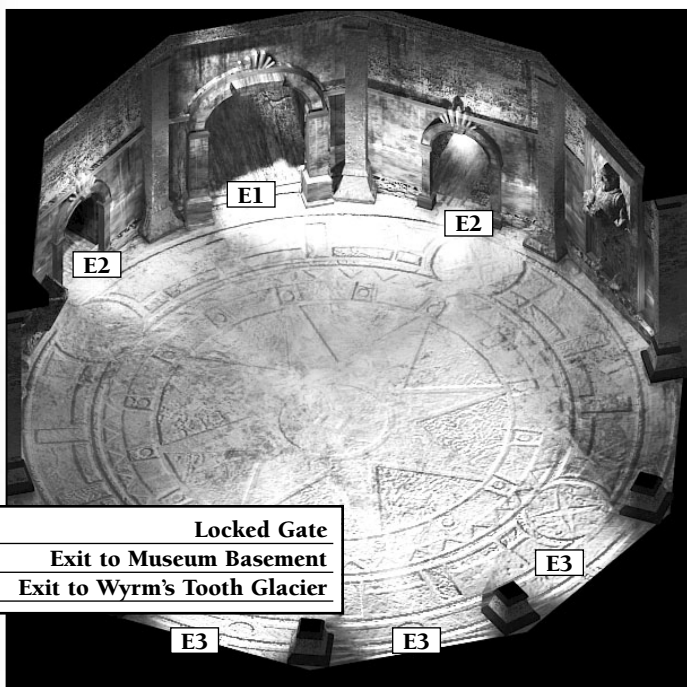


Figure 11.6:
Temple of Dugmaren

Before opening the unlocked gate with Kerish's key, however, brace yourself for a fight. If you borrowed the key from Kerish and told him you would take "precautions" that the slaves would not escape, unlocking the door will cause a horde of frost salamanders and snow trolls to appear in the room and attack, screaming at you for betraying them.

Frost Giant Caves

This area, shown in Figure 11.7, is accessible only after acquiring the engineering book from Soth and crossing the rickety bridge in the southwest section of the glacier. This area has some of the largest monsters you'll find in the game, so rest up before tackling the frost giants, winter wolves, ice trolls, greater ice trolls, glacier yetis, and white wyrms within.

Your party will enter from the **tunnel to Wyrms' Tooth Glacier (F1)**, right in front of a pack of hungry winter wolves. Dispatch them, take their pelts, and then take a look around. From the entrance, you can go in two directions. One route leads west, into the hands of the frost giants, the white wyrms, and more winter wolves, while the other goes through the **small hole (F2)** to the north. For now, it's best to rest your party, memorize all your fire-based spells and cold-based protection spells (and all similar items), then go through the hole.

Tip

Be sure to loot Kontik's body and search the area. Not only will the mage drop some great magic items, but the small structures just to the southwest have the barrel of pure water that you can take to the Severed Hand to help restore the arboretum.

The hole leads to a **barracks (F3)** filled with ice trolls, greater ice trolls, snow trolls, and glacier yetis led by a yeti chieftain. Furthermore, deeper within the cave is the lair of the mage **Kontik (F4)**, who, like Lysan at the Vale of Shadows, is a worshipper of Auril the Frostmaiden. Kontik will realize that you are the ones who killed Lysan and will attack you with her troll minions. Focus on Kontik first with all your party members (you don't want her to get her spells off), then take out her Black Ice Knight allies.

Once you've dispatched Kontik and her followers, head through the **second small hole (F5)** to the west. This passage leads you right to a frost

giant guard, **Gorg (F6)**. Don't jump to attack him. He'll assume that you're supposed to be here, so keep playing the spy until you've explored the caverns and are ready for a fight.

The **slave pens (F7)** are what Gorg is guarding. Go inside and speak to **Davin (F8)**. He'll ask you to perform three quests for him. One is to kill the white wyrm, Frostbite, which lies in the **white wyrm caves (F9)**. Frostbite and the others in his nest will attack only if you provoke them, so you can either assault on sight or engage him in conversation (which gives a little backstory of the area, but little else). For details on Frostbite's statistics, see Chapter 2: Bestiary of the Dale. Once you've killed him, be sure to search their lair carefully for treasure hidden under the snow (and be sure to search the altar in the western part of their lair as well), then return to Davin and tell him of your success.

Tip

On the way to and from the white wyrm caves and the slave pens, keep an eye out for the huge bags holding the frost giant's loot. A few are partially hidden by walls, and there's a chance you might miss them if you aren't searching carefully.

Davin will thank you for your efforts (no treasure, but a large number of experience points), and will then ask you to help free him and the slaves. To do this, you'll need to dispatch Gorg and Kontik so the slaves can use the small passageways to sneak out of the caves. Killing Gorg is easy (attacking him won't cause other giants to come to

his rescue), and you should have already cleared out the barracks on the way in, so freeing Davin and the slaves shouldn't be too difficult.

The last area of interest in these caves is **Joril's throne room (F10)** (chances are you passed through it coming to and from the slave pen). The best thing to do is to proceed directly to the throne room, and have a character with a Charisma greater than 11 confront the frost giant king Joril and demand he relinquish his badge (only a character with a high enough Charisma can successfully bluff the badge out of Joril). In order to be able to bluff him, however, you'll need to have spoken to Kerish about Joril (and why Kerish cares about the death), which will let you know that Joril's father died under mysterious circumstances and that Belhifet may not be pleased with Joril's initiative. Choose the response that says: "It's my understanding that Kreg Frostbeard still rules." Then ask for the badge. Although Joril will be afraid that the character was sent from Brother Poquelin/Belhifet, he'll ask you if you think you can take it from him. At this point, you have two dialogue options ("Joril, think about it: who do you think will be sent next?" and "Very well, if it's a fight you want..."). You'll want to choose the second response, the one that *starts* a fight, since you'll get more experience for choosing it than the bluff response. Once the battle begins, kill Joril and his bodyguards then proceed to clear out Wyrms' Tooth for good.

F1	Tunnel to Wyrms' Tooth Glacier
F2	First Small Hole
F3	Barracks
F4	Kontik
F5	Second Small Hole
F6	Gorg
F7	Slave Pens
F8	Davin
F9	White Wyrms Caves
F10	Joril's Throne Room

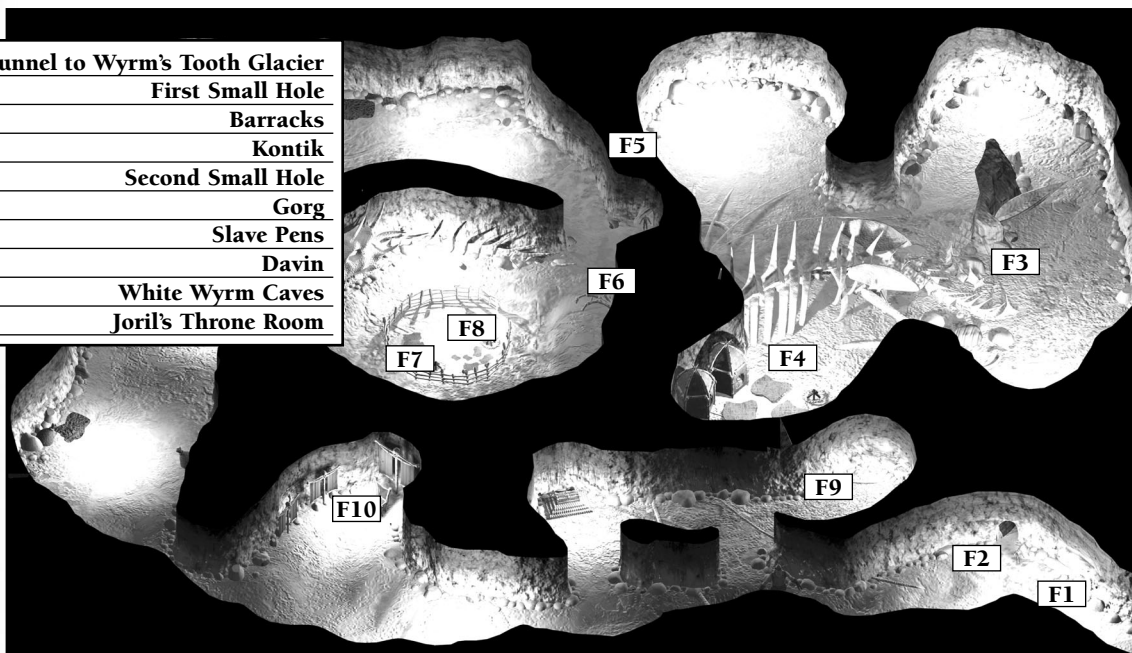


Figure 11.7: Frost Giant Caves



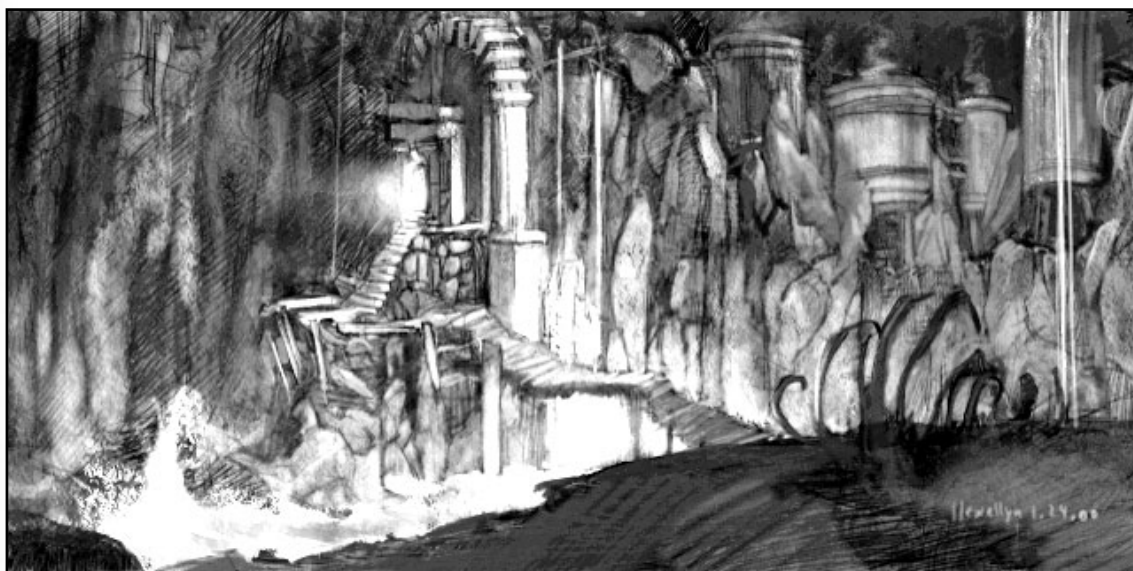
CHAPTER

12

LOWER
DORN'S DEEP

Lower Dorn's Deep is the largest dungeon in Icewind Dale. Four of Belhifet's lieutenants make their lairs here: coldly efficient Maiden Ilmadia, slippery Marketh, corrupted Brother Perdiem, and the insane drow mage, Malavon. A special strategy is required to defeat each of the lieutenants, so be sure to read their sections thoroughly before attacking any of them.

Lower Dorn's Deep contains many subareas, including the Entrance to Lower Dorn's Deep, the Oubliette, the Deep Gnome Refugee Camp, the Watchtower, the Mines, the Great Forge, the three levels of Marketh's Palace, the Artisan's District, Malavon's Dome, the Broken Temple, and last but not least, Ascension Cave, where you finally confront the mastermind behind the threat to Kuldahar.



Lower Dorn's Deep, General Strategies

As befits such a large area, there are some good general strategies to follow when exploring Lower Dorn's Deep. First and foremost, save your game before entering any new map, including the first level of Lower Dorn's itself. There will often be monsters waiting for you on the other side. A quick save can save you an hour of backtracking irritation.

Most creatures in Lower Dorn's Deep are immune to fire and have fire-based attacks. Equip cold-based spells when you can, and save your fireballs for Marketh's Palace, the Artisan's District, the Oubliette, and the Watchtower.

The deep gnome slaves are your friends (see Figure 12.1). Watch your area effect spells so as not to hurt any of them. They can sell you things, help you rest, and even be the

source of quests and experience points. Evil characters can engage in wholesale slaughter after milking the gnomes for all they've got, but be very sure that there's nothing else you can get out of them before unsheathing your blades.

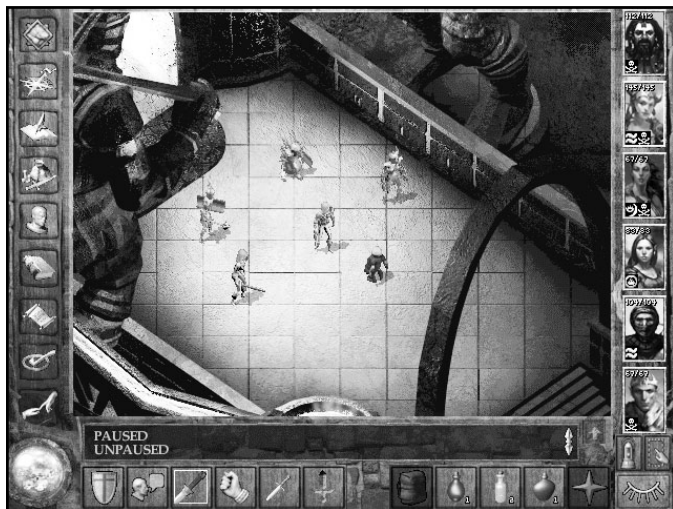
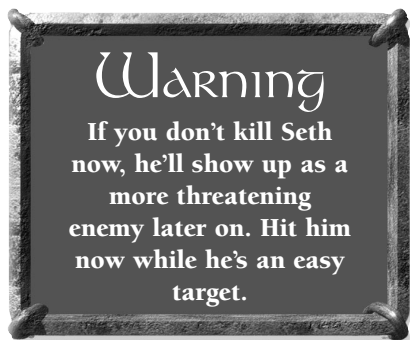


Figure 12.1:
“No, I’m not Snow White,
little guy, but I am here
to help you.”

Lower Dorn’s Deep Entrance

Your party arrives on this level from the **entrance (A1)** in the western side of the map (see Figure 12.2). There are several large packs of salamanders scattered across this level. One pack is on guard atop the towers of the entrance, another can be found by the **elevator to the Oubliette (A2)**, and the other is south of the entrance, down by the huge cauldrons. Interspersed among the salamanders are a handful of tarnished sentries, so keep an eye out for them. The tarnished sentries are animated suits of plate, with impressive physical statistics (they’re similar to the bronze sentries at the end of Upper Dorn’s Deep, except that they have an Armor Class of -5 and are worth 6000 XP).

The salamanders and sentries tend to dominate the western half of the level. In the northeastern section, although you may not see them at first, is a whole pack of hidden thieves. These thieves are in league with Marketh and Seth (described later), and they are undetectable unless you attack Seth, at which point, they will spawn in and start attacking.



There are a few exits on this level. Just east of the Oubliette is the **entrance to the Artisan’s District (A3)**; another exit is in the southeast corner that leads to the **Lower Dorn Mines (A4)**. There are two other ways to depart this level, but each has special guardians.

The first is the **entrance to Marketh’s Palace (A5)**. Watching this entrance is a halfling named Seth. He’ll demand your papers and ask what you’re doing here. If you don’t want to fight him (and his allies), then whoever speaks to Seth should either be a halfling (who can appeal to Seth “halfling to halfling” and get by) or have 12 or

greater in Charisma and Intelligence to bluff him (be sure to say “Uh...what?” when he asks about the papers, then explain you’ve done work for the “Kraken Society” before). The

proper sequence to be given is “Purple,” “Marketh,” and “Ilmater.” He will then let you by. If you’d rather just attack him now, be warned: As soon as you attack him, thieves will start spawning in from the shadows (there’s no way to attack them first, as they appear only when Seth is attacked).

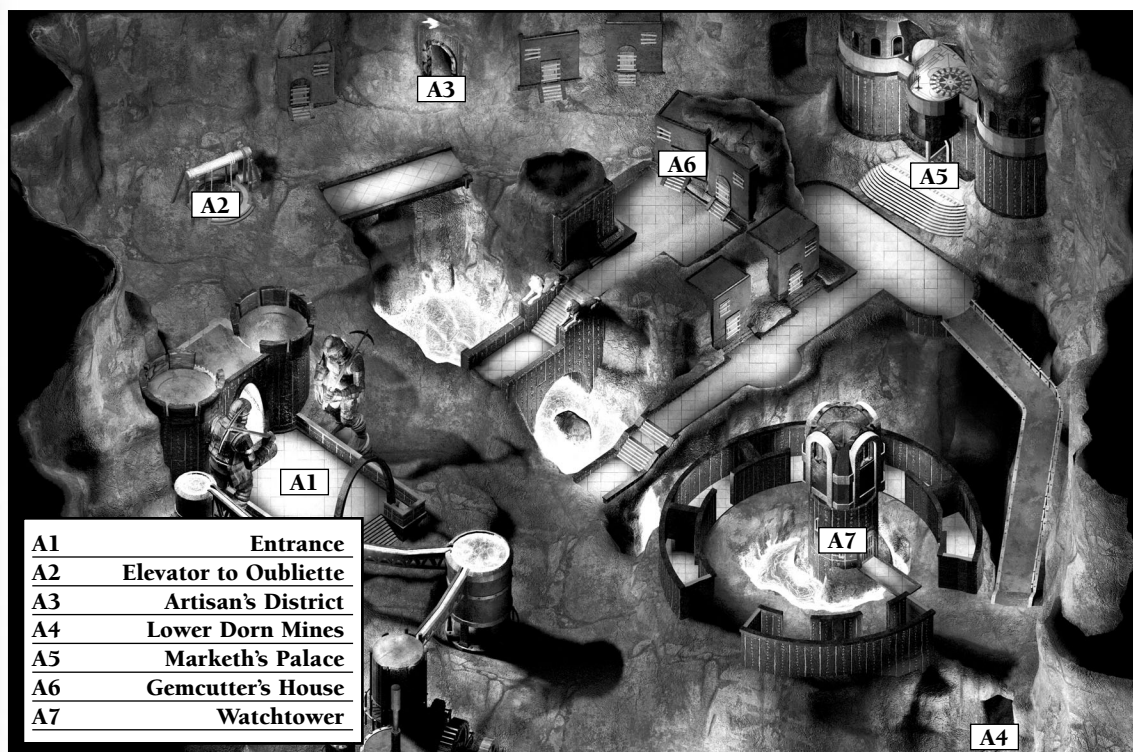


Figure 12.2: Lower Dorn's Deep Entrance

Warning

The Watchtower fires a volley of arrows at any approaching characters.

Its door is locked, so you'll either have to use a Knock spell or get the key from Fengla.

There are a few notable characters on this level aside from the standard deep gnome slaves. One is a deep gnome named Norl who lives in the **Gemcutter's House (A6)** in the northeast part of the complex. Norl is furious at Marketh for shattering his legs. Speak to him about what happened and learn about Marketh; once you know about Marketh's presence, it makes it easier to pretend that you're working for him while you're wandering around Lower Dorn's Deep.

The second NPC is a deep gnome serving girl named Fengla. She wanders back and forth from the entrance to Marketh's Palace to the **Watchtower (A7)**,

drops off food and supplies, then heads back to the palace for another trip. She can vanish for half a minute at a time, so just wait on the eastern bridge between her two destinations and wait for her to appear. When you speak to her, you'll discover she's carrying food. Ask for the key to the tower and she'll give it to you. Don't harm Fengla; you'll want her alive so she can give you an experience point award after you clean out the watchtower later on.

Do not approach the watchtower until you are ready to storm it. There is a permanent trap area surrounding it that will continually damage your characters if you come within range of the tower or try to walk by. This trap cannot be detected or disarmed, and it is designed to simulate the hail of arrows coming from the guards in the tower. As mentioned previously, Lower Dorn's Deep is a huge place. For simplicity, we'll start with the Oubliette next.

Oubliette

You'll enter this map (shown in Figure 12.3) from the **northwest elevator (B1)**. Speak to **Tarnelm (B2)**. This fellow holds the key to you finding the gnome refugee camp, so don't massacre these gnomes (yet), even if you're evil. Tarnelm won't believe you're here to help him, and he'll ask you to prove yourself by bringing him and the other slaves some food. This food, a sack of potatoes, can be found on the second level of Marketh's Palace, in the kitchen (see later on in this chapter). Give Tarnelm the sack of potatoes, and he'll tell you about the entrance to the Deep Gnome Refugee Camp, which lies on the other side of the pit that runs through the center of the Oubliette. He'll ask you to help his people from a roving patrol of umber hulks that are threatening the camp—agree, then do as he says. He will tell you to head across the “Pit” to the **Umbur Hulk Tunnels (B3)**.

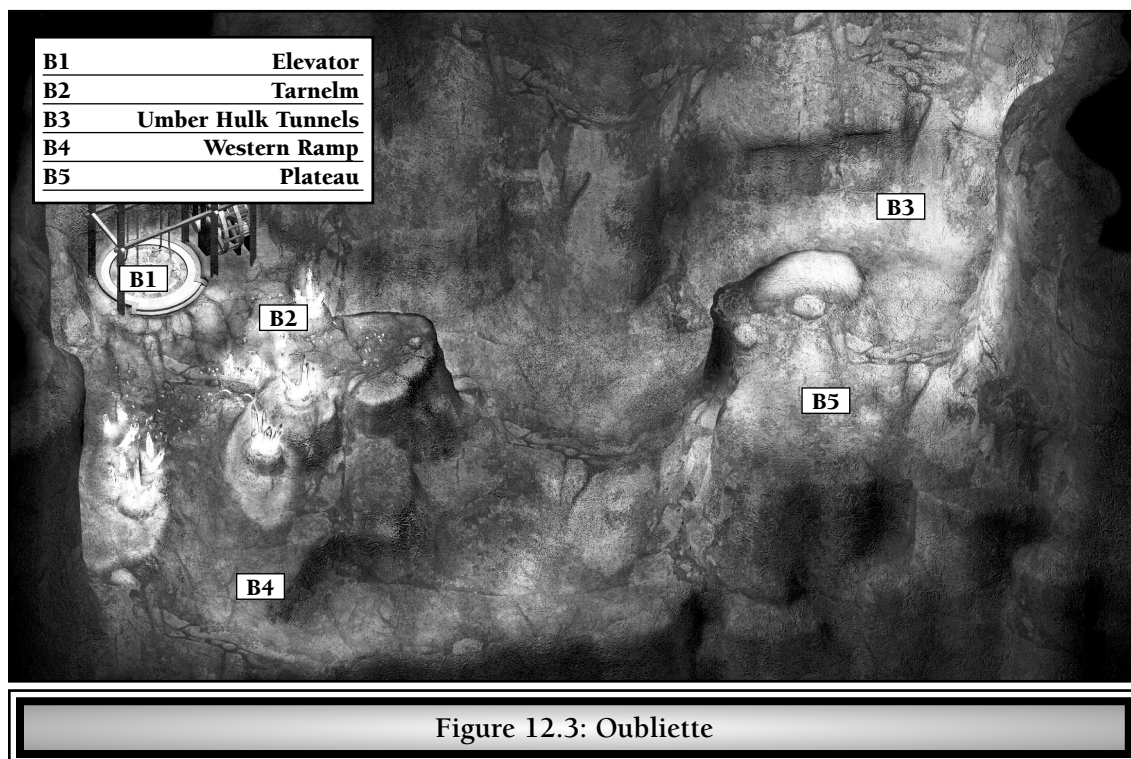


Figure 12.3: Oubliette

The Pit, however, is filled with rhinoceros beetles and umber hulks. If you're careful, you can position yourself atop the wall overlooking the pit and have your archers kill some of the beetles and umber hulks from a distance. Failing that, lure them to the base of the **western ramp (B4)**, where the rhino beetles (and only the rhino beetles) can't reach your

party. The beetles are simply too large to make their way up the ramp, so your archers can pick them off while they're trying to get to you.

Tip

Collect all the umber hulk hides and rhino beetle shells you can carry here. You can put them to good use once you hit the deep gnome refugee camp.

Once you've dispatched the creatures in the pit, make your way to the **plateau (B5)** on the other side of the chamber and wait. When you get there, the walls will begin to crumble and umber hulks will begin to spawn in one to three at a time. They keep appearing until you've killed eight or nine of them. After this, the tunnels can be used to reach the Deep Gnome Refugee Camp (and a safe place to rest).

Deep Gnome Refugee Camp

Once you've helped Tarnelm, this small camp (shown in Figure 12.4) will be open to you. You'll emerge from the **passage to the Oubliette (C1)** in the southern section of the map. The refugee camp is much like a normal small town, complete with merchants. The fellows you'll want to see are the following: the dark elf merchant, **Nym (C2)**, the alchemist and general supplier, the duergar **Dirty Llew (C3)**, and the priest of Callarduran, **Beorn (C4)**.

Beorn will approach as soon as your party arrives. He'll welcome you to the camp, then ask you to meet him at the **Temple (C5)** later on to discuss matters of "grave importance" after you've gotten your bearings. Once you've rested at the **camp inn (C6)** and visited the local merchants, head to the temple and speak to Beorn. He'll ask for your help.

It's to your benefit to be on good terms with Beorn, as he can provide healing should your party need it. Unfortunately, Beorn can't cast the more powerful priest spells such as Resurrection, although he says that his mentor, Guello, could. As part of his request for help, Beorn will ask you to go on a quest to find Guello, the high priest of the temple (who is in the Lower Dorn Mines, detailed later). If you free Guello, he will return to the camp, and you'll have access to his more powerful priest spells.

When you first enter the camp, take the time to look around. Be sure to sell off all your extra loot to Nym and Dirty Llew. Dirty Llew's place is a great spot to pawn off your umber hulk hides and rhino beetle shells. When you first talk to Dirty Llew and you have umber hulk hides in your inventory, he'll offer to buy them off you. This is a one-time offer, so take it now.

Tip

Nym's store contains squirrels and birds that you can buy. Do so, then take them to the arboretum in the Severed Hand to help restore life to the place (and get you some experience points).

In addition, if you show Llew any of the rhino beetle shells you gathered in the Oubliette, he'll offer to turn them into magical shields (the process takes ten days). Agree, and then if you want, take them to Nym, and he'll offer to turn the Llew-modified shields into even better shields. Having one shield in your inventory is enough to prompt Nym to offer to enchant them for you. Dirty's Llew's store will be much cheaper for any female character, and even cheaper if the female has a Charisma greater than 15. These discounts apply to the prices of making the rhino beetle shields as well, lowering the cost by several thousand gold pieces.

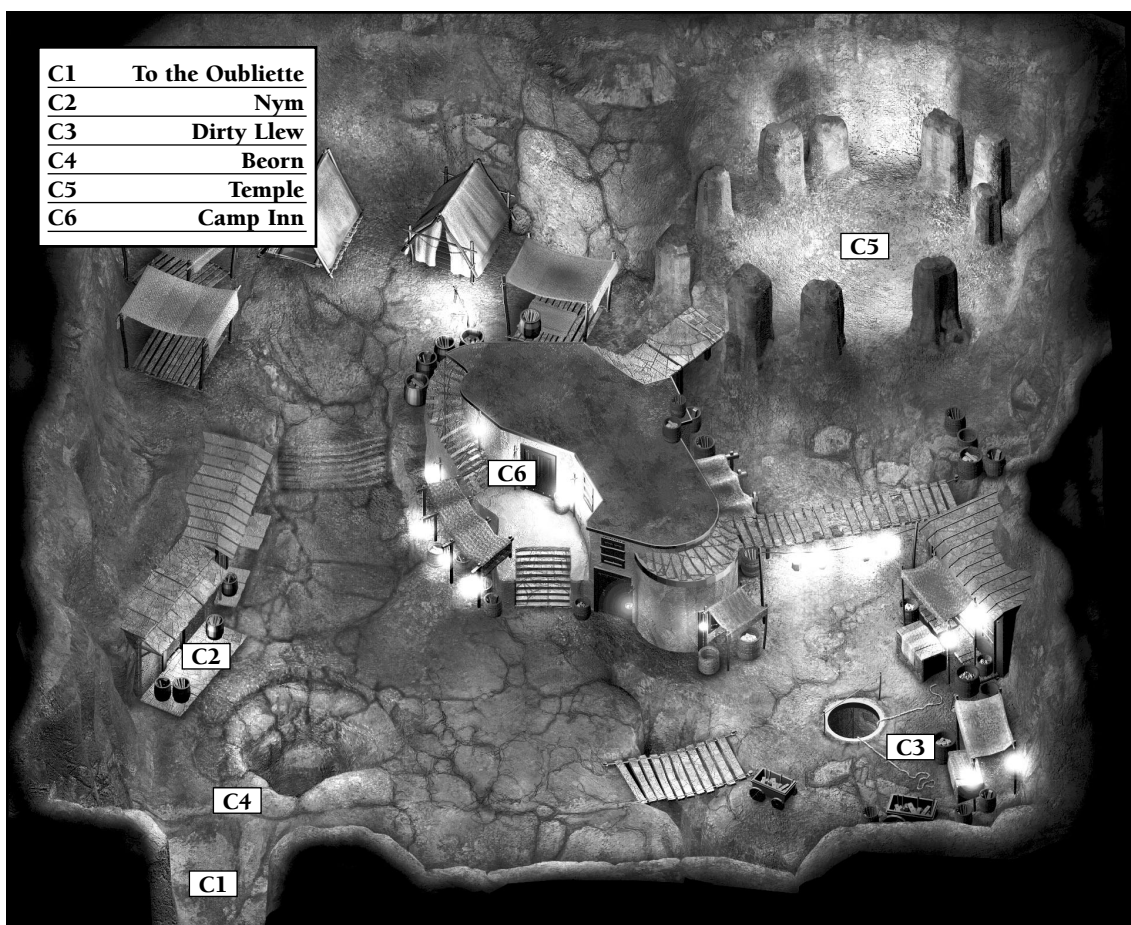


Figure 12.4: Deep Gnome Refugee Camp

When you bring the shields to Nym, bargaining to have them enchanted is a tricky process. By refusing his offer multiple times, you'll have access to different items for different prices. If you accept his initial offer of 30,000 gold pieces, you'll get Nym's Rhino Beetle Shield (see Chapter 3: Tools for Survival for details). If you refuse once, he'll offer to do it for 33,000 gold pieces and give you his dagger +2 (see the entry for "Nym's Dagger," also in Chapter 3). If you refuse a last time, he'll offer you a (supposedly) better type of enchanted shield for 28,000 gold pieces (don't be fooled—it's actually just the same type as the first shield he offered, but at a lower price). Speaking to Nym will reveal many secrets about events that have occurred in the Spine of the World over the past century or so. No matter what you learn, hold your temper...you don't want to lose access to Nym's store until you're sure you need him no longer.

The Watchtower

This lone tower, shown in Figure 12.5, stands watch over the deep gnome slave pens. A number of archers with arrows of piercing are stationed inside the tower, watching the deep gnomes.



Figure 12.5:
An endless arrow
generator...at least until
you get inside.

Tip

If you take out all the Watchtower archers quickly, you can scavenge most of their arrows of piercing and use them against any enemies you fight.

As mentioned earlier, the door to the tower is locked, so you'll have to pick the lock, cast a Knock spell, or ask Fengla (see the Upper Dorn's Deep general map in Chapter 10 for more details) for the key she carries. Inside is a group of archers. One is Kelly, a 12th level fighter (who'll be the farthest one from your party when you bust into the tower), and the others are 8th level fighters. While their armor isn't the best, they'll pepper the party with arrows of piercing and can pose a serious threat.

There's not much room to fight in the tower, so prepare yourself for hand-to-hand combat. Try not to fire lightning bolts or fireballs within these cramped quarters,

for obvious reasons. Stick to spells with limited areas of effect and high accuracy ratings. Once you've dispatched the guards, search the tower. At the top of the tower is the barracks for the guards, and it's also a safe place if you need to heal up and re-memorized your spells.

Lower Dorn Mines

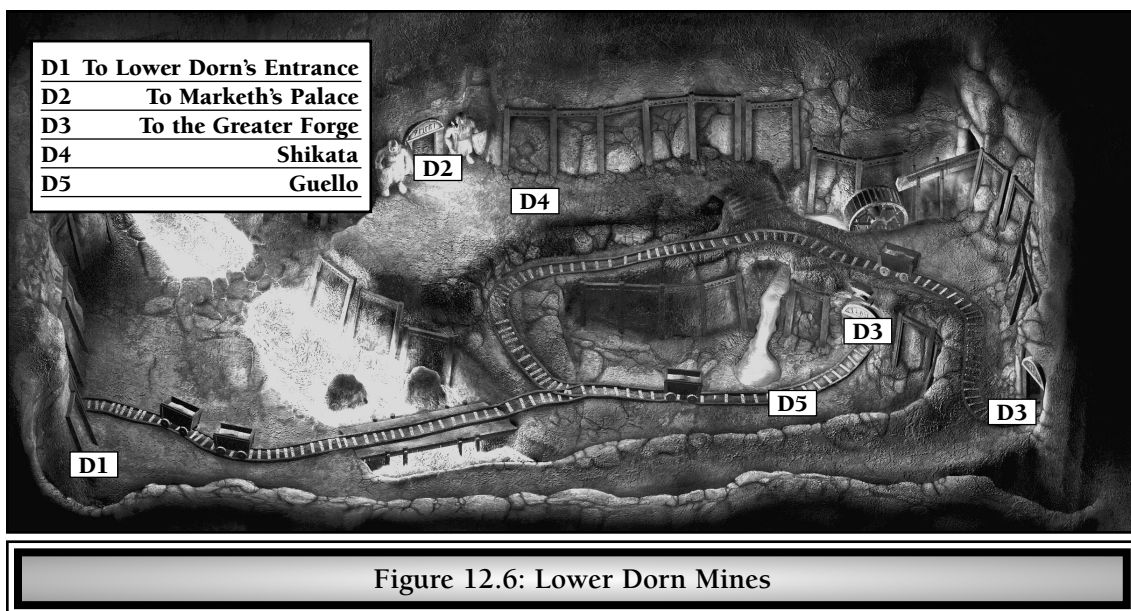
Tip

If you approach Shikata and his fire salamanders from the railway south of their position, you can assault them with missiles while they're trying to circle around to attack you.

The Lower Dorn Mines (shown in Figure 12.6) are filled with deep gnome slaves and their fire salamander wardens. It has several entrances and exits, including a passage to Lower Dorn's entry level (D1), a passage to Marketh's Palace (D2), and two passages to the Greater Forge (D3).

This level has several fire salamanders, including their leader, Shikata (D4). When they see the party, Shikata will initiate dialogue, then attack. Place party members with fire resistance out front and try to wipe the salamanders out from a distance with your remaining party members. Keep area effect spells in

check. You don't want to hurt any of the deep gnomes on this level, as you need one of them to solve Beorn's quest in the refugee camp.



Beorn's mentor, Guello (D5) is on this map. If you kill all the salamanders in this area and tell Guello that Beorn is looking for him, Guello will be able to leave and resume his place as the head of the temple in the Deep Gnome Refugee Camp (described earlier). From then on, you'll have access to his higher-level priest spells (Resurrection). You'll also get a nice experience point award for saving him from the salamanders when you speak to him again back in the camp.

The Greater Forge

The Greater Forge (see Figure 12.7) is in the bowels of Lower Dorn's. Among the opponents you'll face here are a group of rogue fire salamanders and a handful of ill-tempered water, fire, and earth elementals (mostly confined to the northern/northeastern part of the map), a squad of fire giant soldiers, and the coldly efficient Maiden Ilmadia, one of Belhifet's lieutenants (Ilmadia and her fire giants are located in the south/southwestern portion of the map). You'll need to claim Ilmadia's badge in order to reach the end game.

Elementals fill the top areas of the cavern, and they're a tough bunch. The water elementals are situated near the huge water tanks, and the fire and earth elementals are scattered around the walls and lava areas. The only good news is that you can use some of the bridges and cliff walls to hem some of the elementals in, and then chip away at them from a distance.

There are three exits from the Greater Forge, two that lead to the **Dorn Mines** (E1) and one that leads to the **Broken Temple** (E2). Along the bottom of the map are several fire giant soldiers and the **domicile of Maiden Ilmadia** (E3). The fire giants are working on a giant iron warship for Ilmadia (see Figure 12.8), but they'll answer quickly if she calls for help. None of the fire giants will be hostile when you approach (or when they approach you), unless you antagonize them. As long as you tell them you're either here to see Maiden Ilmadia, or bluff them and act tough (without being too threatening), they'll let you wander around without attacking. This should allow you to scout out the area and get a feel for combat tactics.



Figure 12.7: The Greater Forge

Note

For players who are curious, Ilmadia is the female elf who entered the Severed Hand and “borrowed” the two texts from Cuthanatos. Her motivations for doing so will become clear if you speak to her.

Ilmadia will be curious as to why you’re here if you speak to her, but ultimately she has nothing of importance to say (though she can provide some backstory on what’s going on in the forge). So you can choose to attack her from a distance without even speaking to her.

Ilmadia is a powerful fighter. She is an elf, equipped with the Black Swan Armor (see Chapter 3: Tools for Survival for more) and the anti-fire salamander blade, Alamion. Her strength lies in hand-to-hand attacks (as does that of the fire giants), but her armor provides slight resistance to most elemental attacks (including fire and elec-

tricity), so if you cast spells, use straight magic missiles to take her down.

Before Ilmadia attacks, she’ll try to down potions of speed and giant strength. This makes her a deadly hand-to-hand combatant unless you have a Dispel Magic spell ready to go (or if you had your thief sneak up on her and pickpocket the potions). Once you defeat Ilmadia and the giants, claim her badge. From here, you can head to either the Broken Temple or to Marketh’s Palace.



Figure 12.8:
“The first one to break
into ‘Come Sail Away,’
gets an axe in the head.”

Marketh's Palace, Level One

Marketh's Palace, shown in Figure 12.9, is a hub to other portions of Lower Dorn's Deep. There are passages to the Lower Dorn's entrance (F1), the Artisan's District (F2), the Fallen Temple (F3), the Lower Dorn Mines (F4), and, last but not least, one that leads up to Marketh's Palace, Level Two (F5).

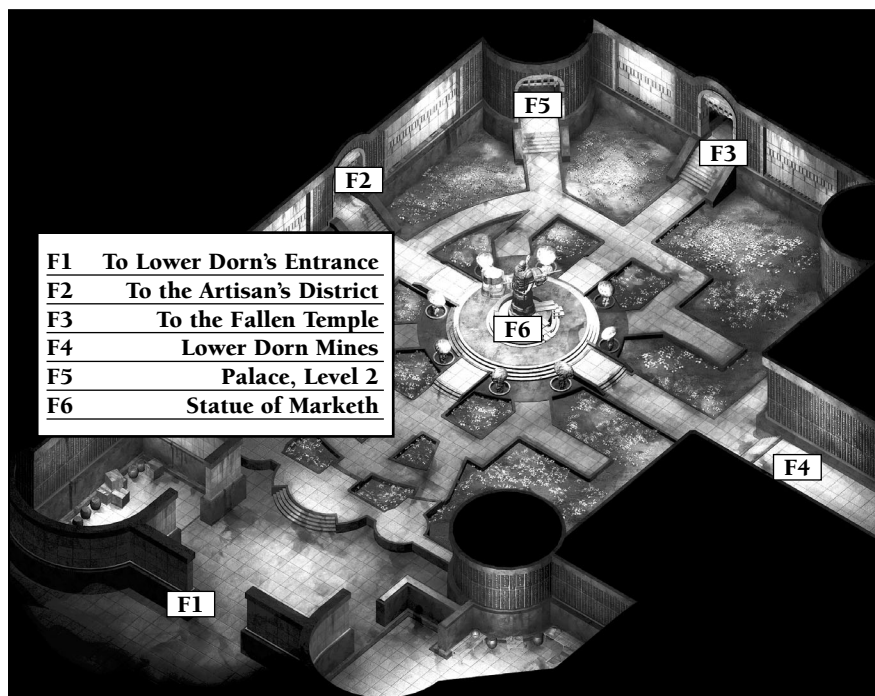


Figure 12.9:
Marketh's Palace,
Level One

This place is crawling with shriekers (arranged in a circle in the center of the garden), and a group of red myconids. As soon as the shriekers see you, they'll begin screaming and

causing more monsters to spawn in. Be careful about using area of effect spells here, however—you don't want to hurt the deep gnome slaves huddled in the center of the map.

Two deep gnome slaves are, working on the **statue of Marketh (F6)** in the center of the chamber. Speak to the one called Callard, then ask him about the statue that they're sculpting. When you do, you'll gain a sketch of Marketh that can be used later to cause one of Marketh's bodyguards, Flozem, to defect if you have a bard in your party (see the second level of the palace for details).

Marketh's Palace, Level Two

The second level of Marketh's Palace (see Figure 12.10) contains **stairs up to Marketh's Palace, Level Three (G1)** and **stairs down to the first level (G2)**. This level is crawling with thieves, so watch out for backstabbers looking to jump you from the shadows (having an Invisibility Purge spell ready can't hurt either).

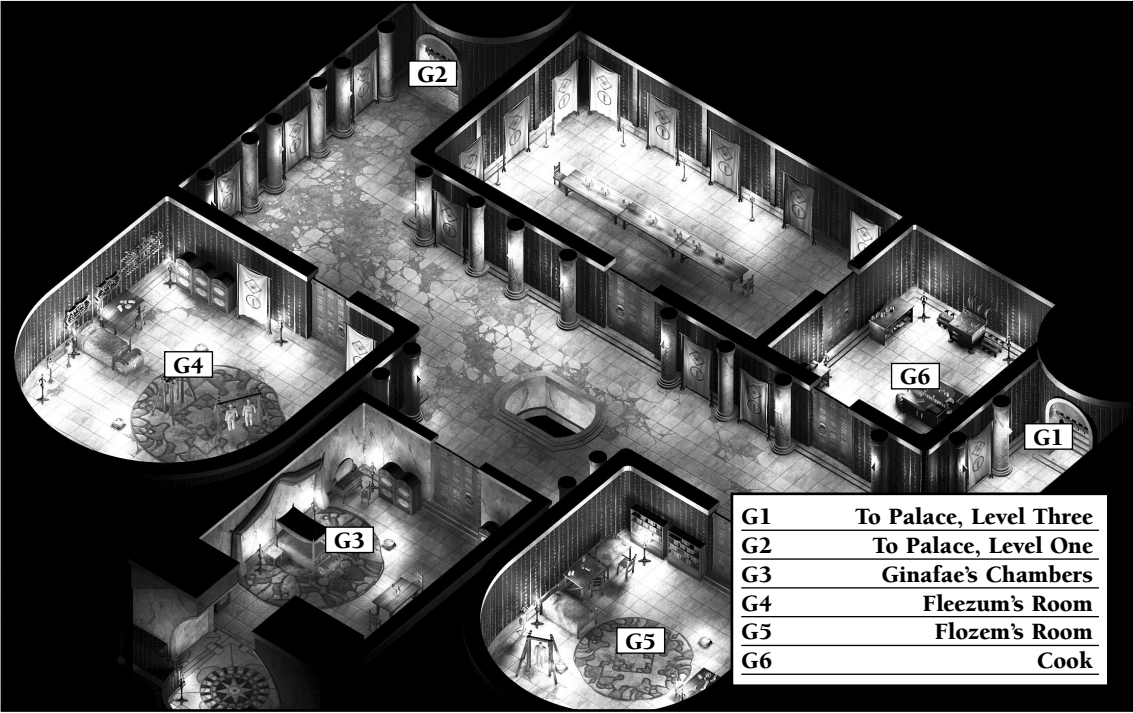


Figure 12.10: Marketh's Palace, Level Two

This floor is broken into three sections—one is the room of Marketh's concubine, a dark elf named Ginafae (G3), while the other two rooms belong to Marketh's two bodyguards, Fleezum (G4) and Flozem (G5). If you have a bard and you got the sketch from Callard the sculptor on the level below, you can cause Flozem to defect. Have the bard speak to Flozem, tell him you think the portrait's pretty good, and he'll finally decide to leave the palace and go off and pursue another career (and give you an experience point award). Flozem will drop all of his items when he defects, so don't worry about him taking anything when he leaves.

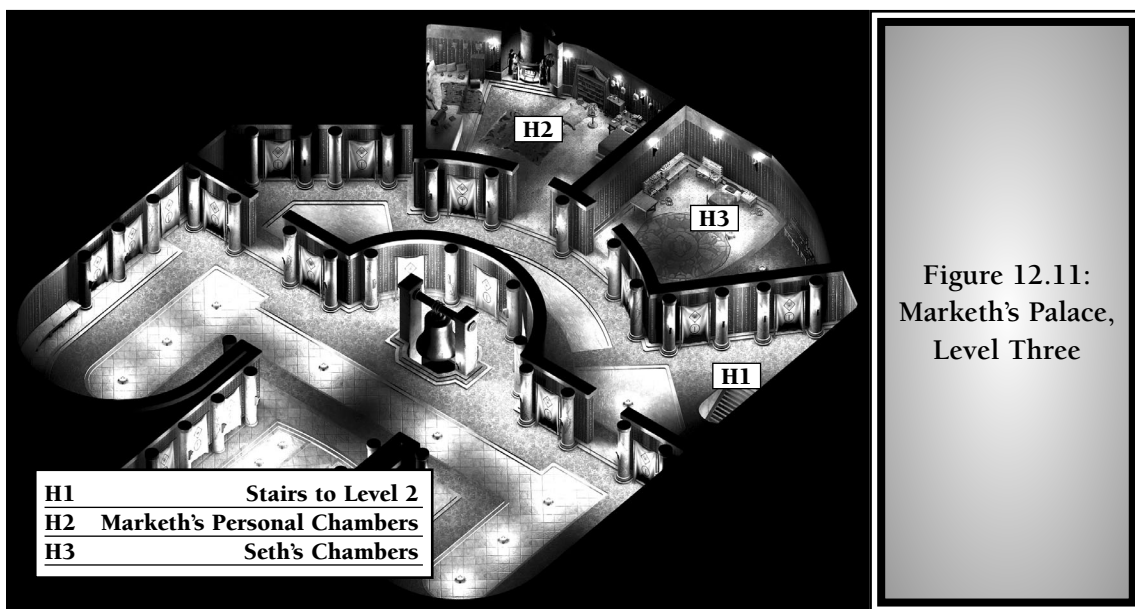
Fleezum and Flozem are fighters and melee specialists, so just try to weaken them from a distance with arrows or spells. If you can't convince Flozem to leave, then make sure you kill these two bodyguards now, because they'll only show up later during your fight with Marketh if you don't. There is also a **cook (G6)** in one of the side storerooms, but as long as you put on a tough front, he'll make sure he forgets ever seeing you. Make sure you grab the sack of potatoes from this room, however, as you'll need it to gain Tarnelm's trust in the Oubliette.

You'll want to speak to Ginafae as soon as you can. She's Marketh's slave and is under a contingency spell that prevents her from leaving the palace. She's willing to help out against Marketh if you ask, but only if you promise that you won't hurt Marketh. If you agree not to harm him, she'll provide some clues on how to reach Poquelin, the man behind Marketh (you don't really need her information if you have this guide, so don't sweat the details).

Ginafae herself is a minor quest worth some experience points. If you can find the Oil of Null Effect (which can be found in Malavon's Dome, in his bedroom), you can give it to her, and she can escape the palace. This will give you an experience point award. If Marketh is still alive and in the palace, however, she will refuse to accept it. If you have confronted Marketh without killing him (and let him escape), then she will agree to use the oil and leave. *Ginafae's quest cannot be completed if you have killed Marketh.* Ginafae will simply break down in tears whenever you speak to her.

Marketh's Palace, Level Three

The third level of Marketh's Palace (see Figure 12.11) is where "Lord Chamberlain" Marketh has set up his personal quarters. You'll enter from the **stairs to level 2 (H1)**. This area is thick with thieves (there's at least one pair in every open area on this map), so tread carefully. Once again, Invisibility Purge spells can prove helpful, if you have them.



Aside from the dining room, there are two other noteworthy sections on this level. One is Marketh's personal chambers (H2) and the other is Seth's chambers (H3). Hopefully,

you've killed Seth at the entrance to the palace and won't need to deal with him here. Be sure that he's out of the way before challenging Marketh, since Seth will show up to backstab you at the worst possible moment during that battle if he's still alive and kicking. (This also holds true for Fleezum and Flozem, Marketh's bodyguards on the level below. If you left them alive, they'll pop up when you confront Marketh.)

Marketh's not a brave man. How you deal with him depends on what you want to get out of the encounter. If you want to kill Marketh, go ahead, but you won't be able to complete Ginafae's subquest. If you are willing to let Marketh go in exchange for his badge, do so, then go solve Ginafae's problem. There's one other option, however: If the character speaking to Marketh has an Intelligence greater than 13, then you can agree to let Marketh go...in exchange for him handing over his belongings and magic items. At this point, he'll ask if he can keep the ring that he wears around his neck; let him. It's cursed, and if you take it from him, he'll take the opportunity to pickpocket some gold from you.

Once Marketh has either vanished (or lies in a bloody pool), take his badge, loot his room (watch for traps when going through the containers), and then head out.

The ARTISAN'S DISTRICT

The third lieutenant, a mage named Malavon, has claimed this district for his own (see Figure 12.12). The streets are patrolled by blind minotaurs and umber hulks, Malavon's servants. The umber hulks confusion gaze can get irritating, so you might want to have your priests ready their Chaotic Commands spells. There are a few exits from this area. One leads to Marketh's Palace (I1) and the other leads to the entrance to Dorn's Deep (I2).



Tip

Be sure to examine the barrels lining the sides of the streets. A few of them have items inside.

Other than the roving bands of monsters, there are two things to watch out for in this area. First, you'll notice **eye symbols (I3)** inscribed on the streets with patterns weaving out from them. Keep your distance, as they're traps designed to petrify any of your party members who walk across them. Either have your thief disarm them (save before you do it), or simply walk carefully around them if you can. If you're hit with the umber hulk confusion gaze, keep your confused party members from walking anywhere near them by forming human walls or paralyzing them.

The second thing to watch out for are the two **umber hulk ambushes (I4)** on the map. When you get close, umber hulks will burst out of the buildings and attack your party. One of these traps you'll want to trigger, however, as the tunneling umber hulk will allow you to access a **corpse (I5)** behind one of the buildings.

Once you clear out this district, it's recommended that you rest and save your game before entering **Malavon's Dome (I6)**. He's a powerful, slippery mage and has access to a number of eighth and ninth level spells.

Malavon's Dome

Malavon's home is shown in Figure 12.13. It's filled with his fungoid experiments (mostly harmless) and a few rooms. As with the Artisan's District, you might want to have your priests ready any Chaotic Commands spells they have available, as well as any Free Action spells they have memorized.

When you enter from the **Artisan's District (J1)**, you'll immediately be confronted by a pair of umber hulk sentries. Dispatch them as quickly as you can, then heal up.

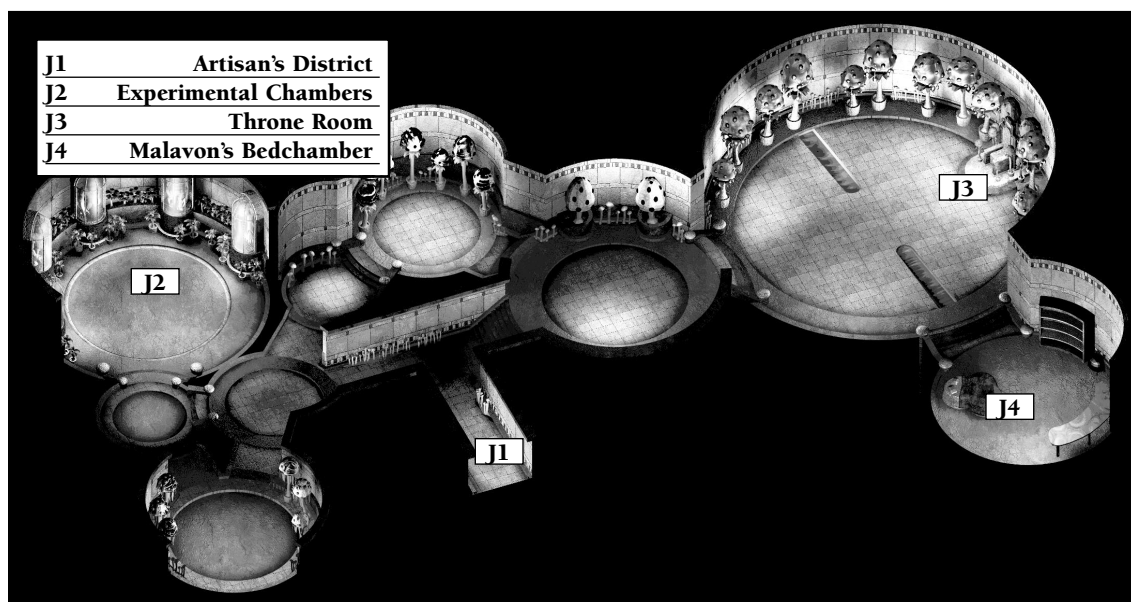


Figure 12.13: Malavon's Dome

Warning

Keep in mind that the first Malavon you confront is an impostor. Don't waste everything you have on him, since you'll need some firepower left to deal with the real Malavon when he really shows up.

From here, you have a choice of where to go. Left will take you to **Malavon's experimental chambers (J2)** and right will take you to **Malavon's throne room (J3)**. The experimental chambers are a little more relaxed (only an umber hulk or two and some deep gnome slaves), so if you want to wander around before getting into a nasty fight with the man of the house, feel free.

If you step too far into Malavon's throne room, he'll initiate dialogue with your party. Don't step in unless you're ready to fight. Not only is Malavon an accomplished mage, but he also has two huge iron golem bodyguards and a squad of umber

hulks backing them up. Read up on his statistics and tactics in the Bestiary of the Dale, Chapter Two.

When you enter Malavon's Throne Room (see Figure 12.14), you'll notice that a number of deep gnome slaves are positioned in front of Malavon's iron golems. Malavon will order the party to surrender or else he will have his iron golems breathe poison gas across the chamber and kill the deep gnomes. You have two choices:

- ✧ Tell him to shove it and attack. Even though this an evil act, there's no alignment hit. If you call his "bluff," he'll gas the gnomes.
- ✧ Agree to drop all your items if he promises not to hurt the gnomes. Don't do this. Once all your items hit the ground, Malavon will gleefully attack you.

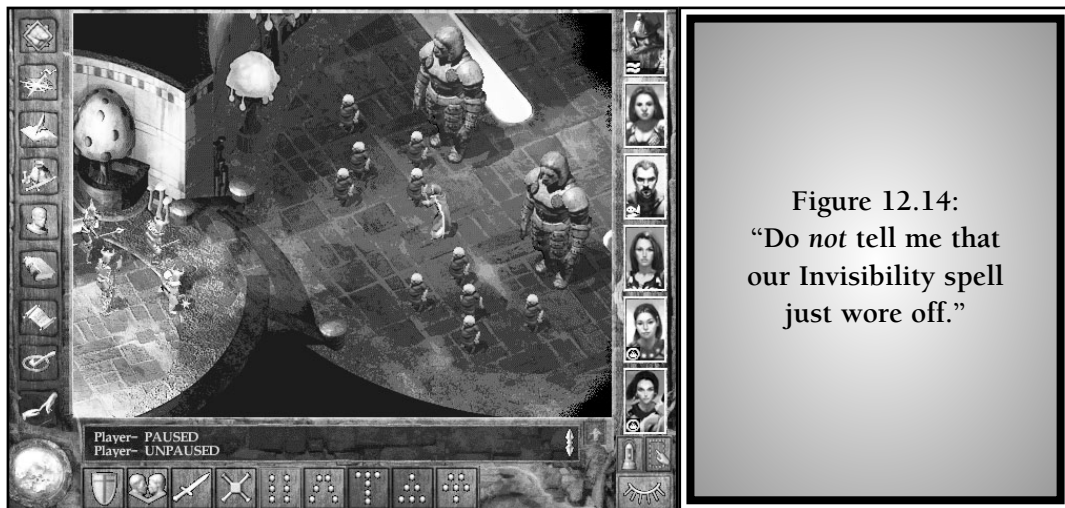


Figure 12.14:
“Do *not* tell me that
our Invisibility spell
just wore off.”

Once the fight begins (there's no way to avoid it), the iron golems will blanket the room with a Cloudkill spell. Get out of range as quickly as possible. Malavon will then proceed to start casting Fireballs and Magic Missiles at your party and Haste on his allies. Try to pin him down with arrows, bullets, and Magic Missiles to disrupt his spell casting. In any event, once he's cast a few spells, he'll enter melee combat with your party.

The iron golems will join Malavon in the attack, so have your frontline armored characters block them while the rest of your party hammers Malavon with arrows and sling bullets. Keep hitting him and his allies until they're dead.

Once you defeat this first "Malavon," be prepared: the real Malavon will show up soon enough. He'll initiate a conversation with you, then attack. The real Malavon has an annoying habit of casting an area effect spell such as Incendiary Cloud, Death Fog, or Cloudbreak, then using the Dimension Door spell to jump to one of the other rooms in the palace and power up by casting spells on himself.

As with most wizards, try to shoot Malavon with many speedy magical weapons (the Haste spell is a great one to give your characters an edge), Magic Missile spells, and anything else that can disrupt his spells (Silence can also be golden here, assuming Malavon fails his save). Having Dispel Magic ready to disarm Malavon's personal enchantments can also be helpful.

Don't get close to Malavon while he can still cast spells. His specialty is "Malavon's Rage," a special area effect spell that takes almost no time to cast and can tear any opponents close to him to shreds.

When you defeat Malavon, take his badge and be sure to remove the rest of the items from his body. Be sure to loot **Malavon's Bechamber (J4)**, taking all the items you can carry. Aside from a ton of magic items, be sure to grab the Oil of Null Effect, which can be used to free Ginfax of her curse (see Marketh's Palace, Level Two), and the seeds lying in one of the containers, which you can use to help restore the arboretum in the Severed Hand, for some experience points.

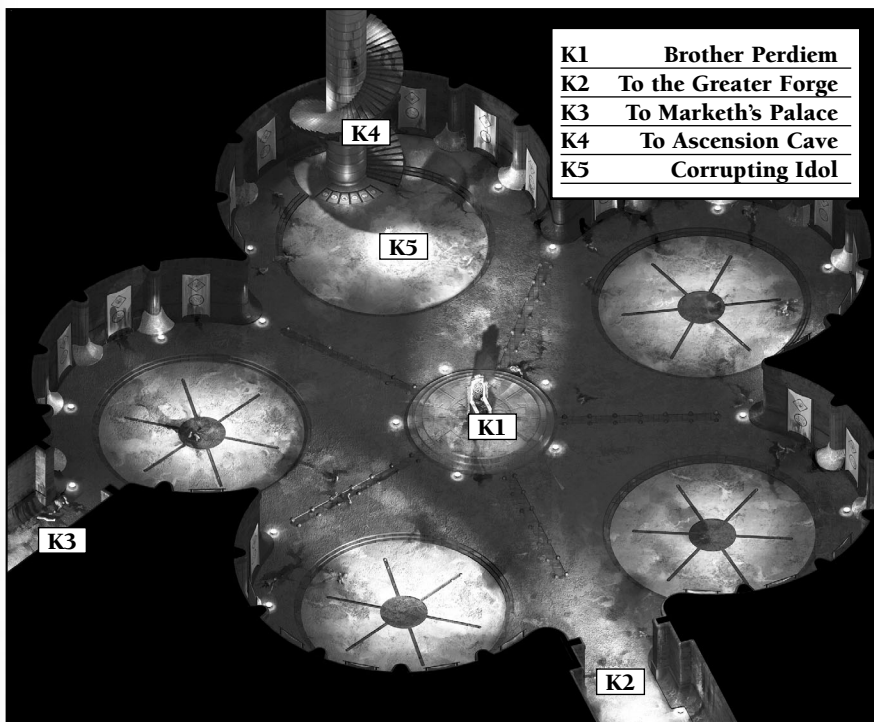
The Fallen Temple

Before you enter this area, you'll want to prepare your party for a pretty stiff combat. There's a lot of nasty spell-wielding undead running around in this chamber, and they won't be happy to see you. Use Invisibility spells, Haste spells, whatever it takes to make your characters' attacks more accurate, faster, and more damaging. The undead within use a lot of fire-based and mind attacks, so quaff whatever fire resistance potions you have and cast a Chaotic Commands spell on each party member. Last but not least, save your game before you step foot in here.

This bloody temple, shown in Figure 12.15, hardly looks like a shrine to Ilmater. The insane babbling priests in this room are an unsettling bunch. Their leader, **Brother Perdiem (K1)**, is the fourth and last lieutenant on this level. He is a powerful priest, but he (and his acolytes) won't attack as soon as you enter. The undead in the room are another matter entirely.

There are tons of undead creatures in this room. Boneguards, greater mummies, and zombie lords are all serving the priests, and won't hesitate to defend their masters as soon as you enter the room.

There are three exits from this room. One leads to the **Greater Forge (K2)**, the second to **Marketh's Palace (K3)**, and the third to **Ascension Cave (K4)**. The exit to Ascension Cave, however, will require that you have all six badges of the lieutenants, which means taking one from Brother Perdiem first.



K1	Brother Perdiem
K2	To the Greater Forge
K3	To Marketh's Palace
K4	To Ascension Cave
K5	Corrupting Idol

Figure 12.15:
The Fallen
Temple

Even in the midst of this undead horde hellbent on killing your entire party, keep in mind that you can save these corrupted priests from their madness. To do this, you'll need to destroy the idol (K5) that lies in the northern part of the chamber (you'll notice it has a red circle you can target if you drag your cursor over it). If you destroy it, you can free Perdiem and his acolytes from Belhifet's influence (and thankfully all the undead in the chamber will die as well). Brace your party members with the most powerful attacks they have, have your thief hide in shadows for a backstab, then encircle the idol and attack it. Keep hitting the idol until it's destroyed. It has about 150 hit points, a -7 Armor Class, and a 5 or better for all of its saves, but fortunately no resistances. When you destroy the idol, all the priests will return to normal, and the undead in the room will die (but you won't get the XP for killing the undead).

Warning

You'll be teleported to ruined Easthaven as soon as you defeat Belhifet, so make sure that you've done everything you can in Lower Dorn's Deep and the earlier levels.

You won't have a chance to go back.

Before you attack the idol, however, you might want to take precautions against the other attackers. Read up on the zombie lords, greater mummies, and boneguards in Chapter 2: Bestiary of the Dale. Note that all the priests have Anti-Magic Shell cast on them, so using spells against them is useless. Save spells for bolstering your party's strength instead. All of the greater mummies will start flinging Flame Strikes, Sol's Searing Orbs, and Symbols of Pain and Hopelessness at your party as soon as combat starts, so cast spells to boost your saving throws or protect against mind attacks, and use any fire resistance items or spells you have.

Before using the badges on the exit, rest, memorize all the attack spells you can that don't use fire (electricity or acid spells are preferred), and save your game. Your next battle will be against Belhifet's human form (Reverend Brother Poquelin), so read up on his statistics in the Chapter 2: Bestiary of the Dale.

Ascension Cave

Once you use the badges on the portal to Ascension Cave, your party will travel upwards until you enter a cavern on the top of the mountain that covers Lower Dorn's Deep. In the middle of the room (shown in Figure 12.16) is Belhifet, who is none too pleased to see you. Surrounding him are various woodland animals, his last attempt to disguise his true intentions and come across as a true "priest of Ilmater." But you've been through too many of his lies to believe him, and he knows it.



Belhifet will initiate conversation with the party, threaten them about evil things to come, then attack. Don't bother with fire spells. If you choose to blast him, try Magic Missile or acid-based spells. Even these will have difficulty penetrating his magic resistance, though. Have your fighters jump Belhifet and keep chopping at him until he decides to flee.

Belhifet is not alone. The longer the fight drags on, the more creatures will begin to spawn in and arrive through the tunnels to the north, and usually at a rate of one every 15-20 seconds. If your mages aren't having much luck with their spells against Belhifet, then they may find these goons easier targets. The creatures that Belhifet summons includes boneguards, frost salamanders, elementals, and myconids (though others may appear as well). Covering the fighters while the warriors hack Belhifet to pieces can be a big help.

When Belhifet is dropped to a percentage of his full Hit Point total, the crystal shard he wears will teleport him and your party to Easthaven, where he will seal himself inside the crystal tower. This is where your final battle will take place.





Chapter

13

RETURN
TO Easthaven

Whether you intended to or not, you'll be teleported to Easthaven just in time for the final battle. Belhifet's legions are swarming over the ruins of the settlement. They've obliterated all resistance, and the Crystal Shard has raised a huge spire above the Temple of Tempus, the tower of Cryshal-Tirith.

Not surprisingly, this is where the final battle against Belhifet will take place. He intends to use the Jerrod's Stone portal beneath the Temple of Tempus to open a gate to the lower hells. Your goal in this chapter is to rescue Easthaven, find a way into the crystal tower, defeat Belhifet, then find some way to seal the demonic portal before the world goes to hell...literally.



Easthaven in Ruins

As shown in Figure 13.1, Easthaven is devastated. Demolished buildings have been encrusted with huge spikes of ice and cyclops rampage through the town, killing villagers and destroying anything in their path.

Your first job will be to find a place to rest. You can find a good spot in the **wreckage of the Winter's Cradle Tavern (A1)** on the northeast side of the map. In the cellar of the Winter's Cradle is Old Jed who can tell you of the **prison camp (A2)** on the island in the southern section of Easthaven. You'll need to go there and free the prisoners to be able to enter the tower of Cryshal-Tirith. Unfortunately, the camp is heavily guarded by a number of cyclops, and you'll need to defeat them in order to liberate the captives.

After you secure a base camp in the Winter's Cradle Tavern, head out, defeat groups of the cyclops, then fall back to recharge and repeat. If your levels are already maxed out, however, don't bother—the battles with the cyclops will only delay the final confrontation with Belhifet.

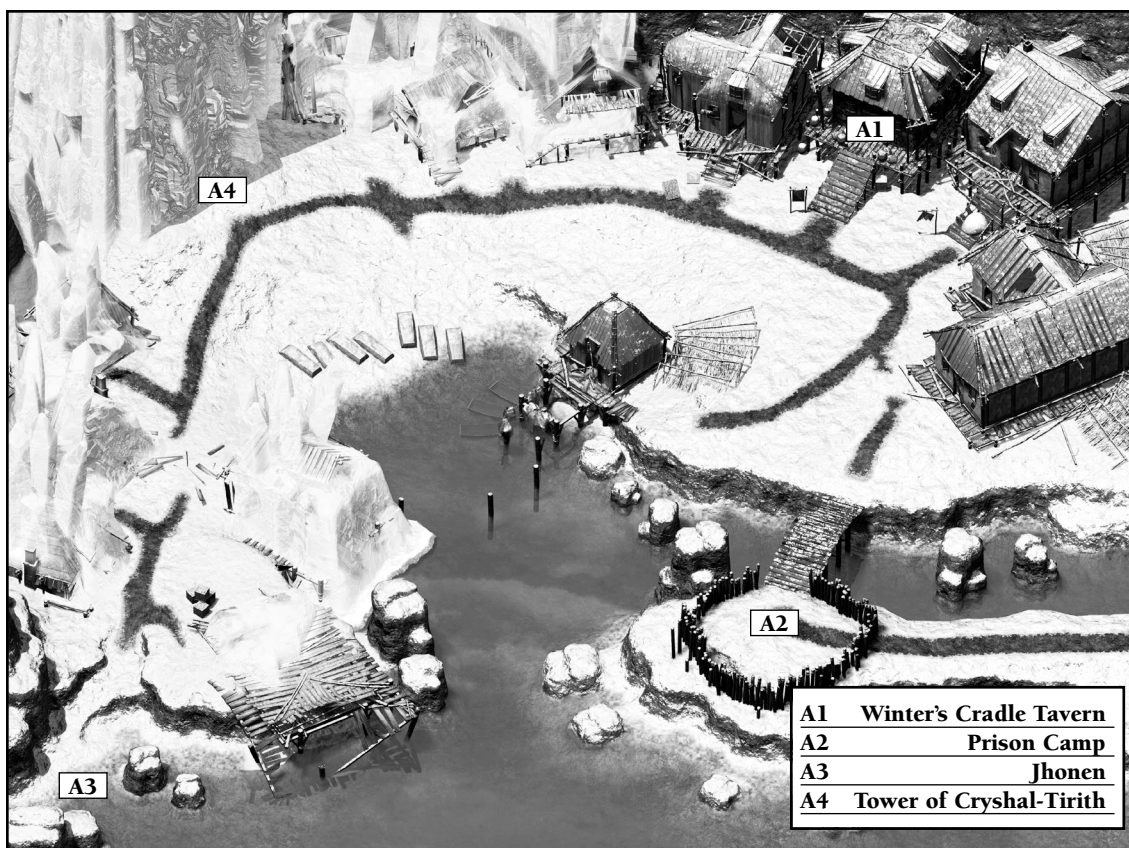


Figure 13.1: Easthaven in Ruins.

Tip

Be sure to speak to the generic townsfolk in the compound once you've killed the guards. Just speaking to one of them will give you a small batch of healing items. Furthermore, if you were a dwarf and convinced one of the townsfolk to finance your "dwarven expedition" way back in Easthaven, you'll meet that person here again. After telling them you didn't find any dwarven cities, tell the stooge you're going on another expedition, and he'll give you some items he took from Hrothgar's house.

If you haven't killed him or driven him away in the first chapter, **Jhonen the fisherman** (A3) will be standing in the southwest corner of this map. If you returned the blade of his ancestor to him at the start of the game, he'll give it back to you now.

After defeating the cyclops and freeing the prisoners, your goal is to get inside the **tower of Cryshal-Tirith** (A4). To do this, you'll need to free Everard inside the prison camp and speak to him. He will tell you how to enter the tower, and from that point on, you can simply enter Cryshal-Tirith. Save your game before you head in, however;

the first and second levels of the tower may not be occupied, but the third one is, and you may want a back-up save just in case.

Cryshal-Tirith Audience Hall

The Cryshal-Tirith Audience Hall is shown in Figure 13.2. It is basically the first level of the Temple of Tempus, but the power of the Crystal Shard has fortified the temple with huge blocks of ice and added multiple levels to the building. You'll arrive at the **entrance (B1)** with the simple objective of taking the **stairs up to the Cryshal-Tirith Harem (B2)**.



Figure 13.2: Cryshal-Tirith Audience Hall

When you enter the Audience Hall, Everard will come in and tell you that he will attempt to find a way through the barriers blocking the passage to Jerrod's Stone beneath the temple. He'll advise you to head up through the other floors of the tower and try to find another way to reach the stone, so start climbing.

Cryshal-Tirith is composed of four levels: the Audience Hall (which your party is currently in), Harem (second level), Throne Room (the third level), and the Shard Room (the fourth and topmost level). The Jerrod's Stone room lies buried beneath the tower. Jerrod's Stone is the portal which Belhifet is trying to unlock, and it's where you'll have your final confrontation with him.

Cryshal-Tirith Harem

You'll arrive at the stairs from the Cryshal-Tirith Audience Hall (C1). Surprisingly, this room (shown in Figure 13.3) is empty, and it's a great spot to rest, especially before tackling the next boss on the level above.

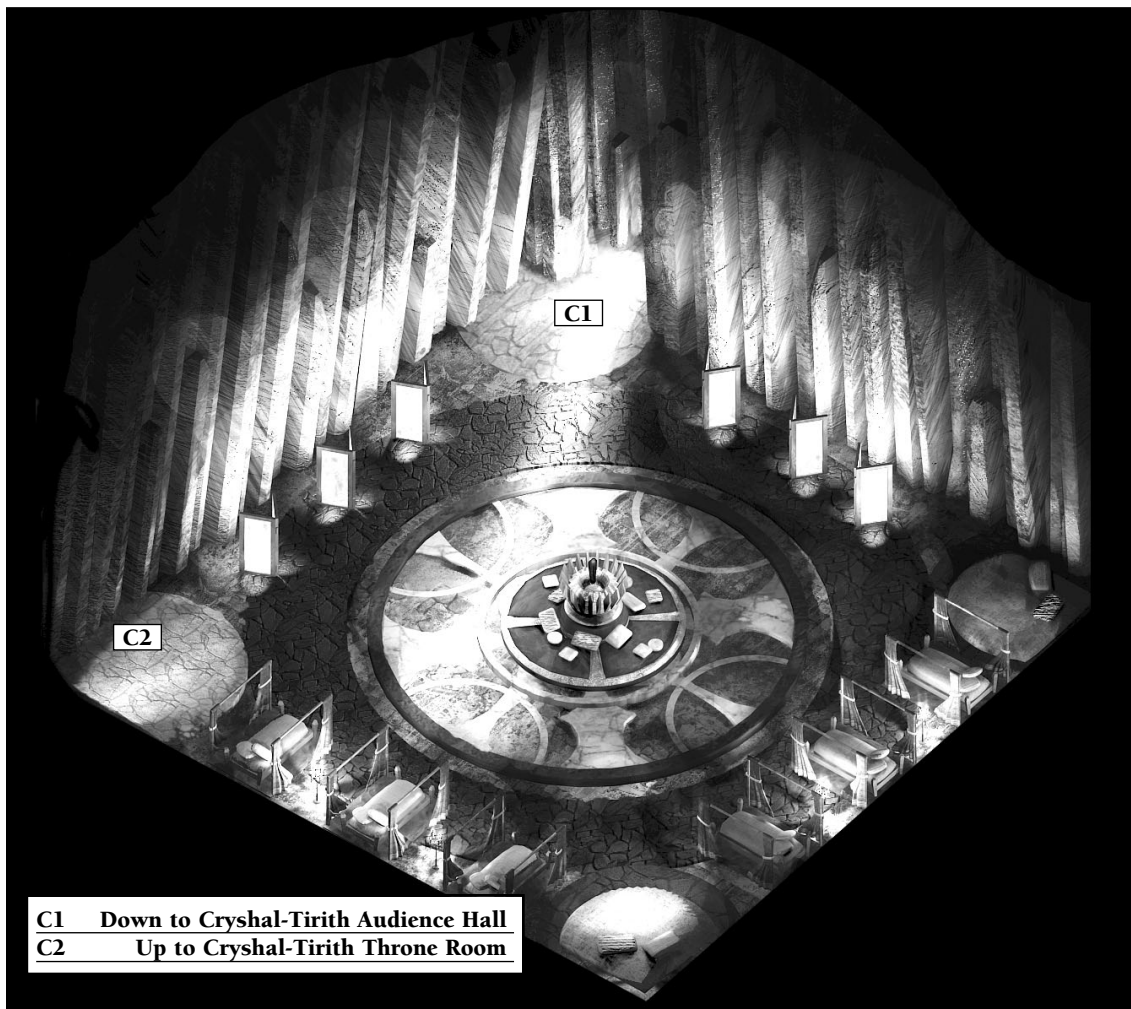


Figure 13.3: Cryshal-Tirith Harem

The stairs up to the Cryshal-Tirith Throne Room (C2) will lead you to a cluster of cryshal sentries (see Chapter 2: Bestiary of the Dale), and it will also reunite you with an old friend who has been changed by the Crystal Shard's corrupting influence. It is suggested you cast Haste, Invisibility, and Protection from Electricity before heading up to the next level. There's going to be a lot of combat that's going to require you to move quickly, and a lot of lightning bolts bouncing around.

Cryshal-Tirith Throne Room

This opulent Throne Room, shown in Figure 13.4, is the new base of operations for one of Belhifet's recently converted lieutenants, Pomab. He'll waste no time delivering a pompous speech as you storm onto this level, and he's more than willing to kill your party to drive his point home.

You'll arrive at the stairs from the Cryshal-Tirith Harem (D1). After Pomab's speech, the cryshal sentries that serve as his bodyguards will move to place themselves between you and him. These sentries cannot be killed, and if defeated, will simply fall to the ground and get back up again a short while later. The only way to destroy them for good is to defeat Pomab, so go for him while he still thinks he can win.



Tip

The combats toward the end game can get pretty hectic, and it's difficult to keep track of all your party members at once. Priests are fortunate in that they can cast Sanctuary and simply sit still for most combats, while still remaining able to cast healing spells on their hurt party members.

Pomab's weasely, even for an end boss. His first task is to create mirror images of himself that will scatter across the chamber. You'll need to attack the images (don't bother with spells, as Pomab is resistant to everything except physical weapons) and hit them to find which one is the real Pomab. Once you have the real Pomab, you'll need to keep hitting him. Each time you hit the real Pomab, one of the false images will disappear; when you've hit the real Pomab six times, then he'll have no more false images.

You'll know if you hit the right Pomab by the float messages he makes when you attack him. Unfortunately, not only do you have to

dodge the cryshal sentries in this chamber while attacking Pomab, Pomab also has a lightning bolt wand that he'll use to keep lightning bolts bouncing all over the place. Keep attacking Pomab with your party until you've killed the real one. Take a breather after this battle, then proceed up to the Shard Room (D2).

Cryshal-Tirith Shard Room

This chamber (shown in Figure 13.5) is the next to the last location in the game. You'll arrive on the stairs from the Cryshal-Tirith Throne Room (E1). Encased within an impregnable force field lies the Crystal Shard (E2). Don't bother trying to attack it or punch your way through the field; it's impervious to all attacks. You'll have to settle for hacking up Belhifet instead.

E1 Down to Cryshal-Tirith Throne Room
E2 Crystal Shard
E3 Teleportation Mirror (To Jerrod's Stone)

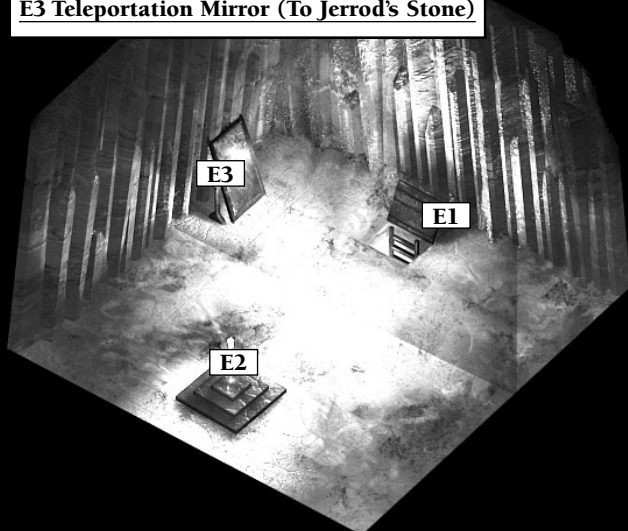


Figure 13.5:
Cryshal-Tirith Shard Room

Note

Fans of the R.A. Salvatore series of novels, *The Icewind Dale Trilogy*, won't be surprised to see the teleportation mirror within the tower. Sharp-eyed gamers may notice other corresponding details as well.

Although it seems like there's no exit from this chamber, there's actually a **teleportation mirror** (E3) in one section of the room. This device allows the person viewing it to teleport anywhere he chooses—including the level beneath the tower where Belhifet is trying to open the portal to the hells. As soon as you leap through the mirror, you'll be facing Belhifet, so save your game first.

This may seem like strange advice, but even though you should prepare your +3 weapons, *don't* cast any protection spells or drink any potions before going through the mirror. The reason for this is that as soon as combat begins below, Belhifet will

cast a Dispel Magic spell that will nullify the effects of any potions or spells on your characters. Instead of casting spells and using items on yourself, spend your time arranging your inventory so you'll be prepared to use them right after the Dispel Magic hits you. Put giant strength and healing scrolls and potions in your quick item slots, make sure Haste and healing spells are in your quick spell slots, then prepare to jump through the mirror.

Jerrod's Stone

The chamber that contains Jerrod's Stone and Belhifet is shown in Figure 13.6 and 13.7. Upon arrival, you'll be treated to a speech by **Belhifet** (F1) (still masquerading as Revered Brother Poquelin), who informs you that the portal has already been breached, and the legions of hell on the other side will soon be coming through.

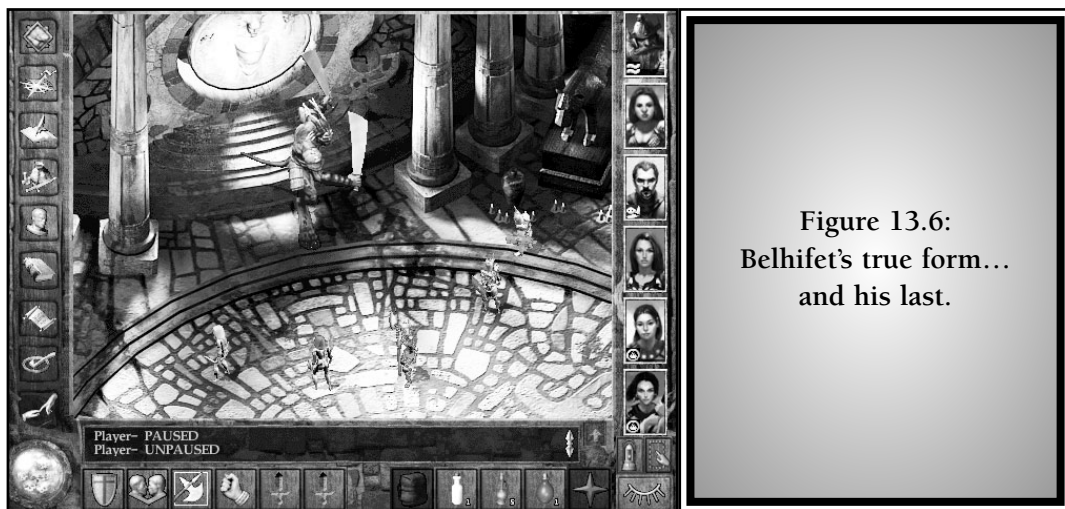


Figure 13.6:
Belhifet's true form...
and his last.

Before the portal actually opens, however, Everard will finally dismantle the wards covering the passage to this chamber on the first level of the tower and enter. He then sacrifices himself to close the portal, and an enraged Belhifet will transform into his demon form and try to take revenge by killing your entire party.

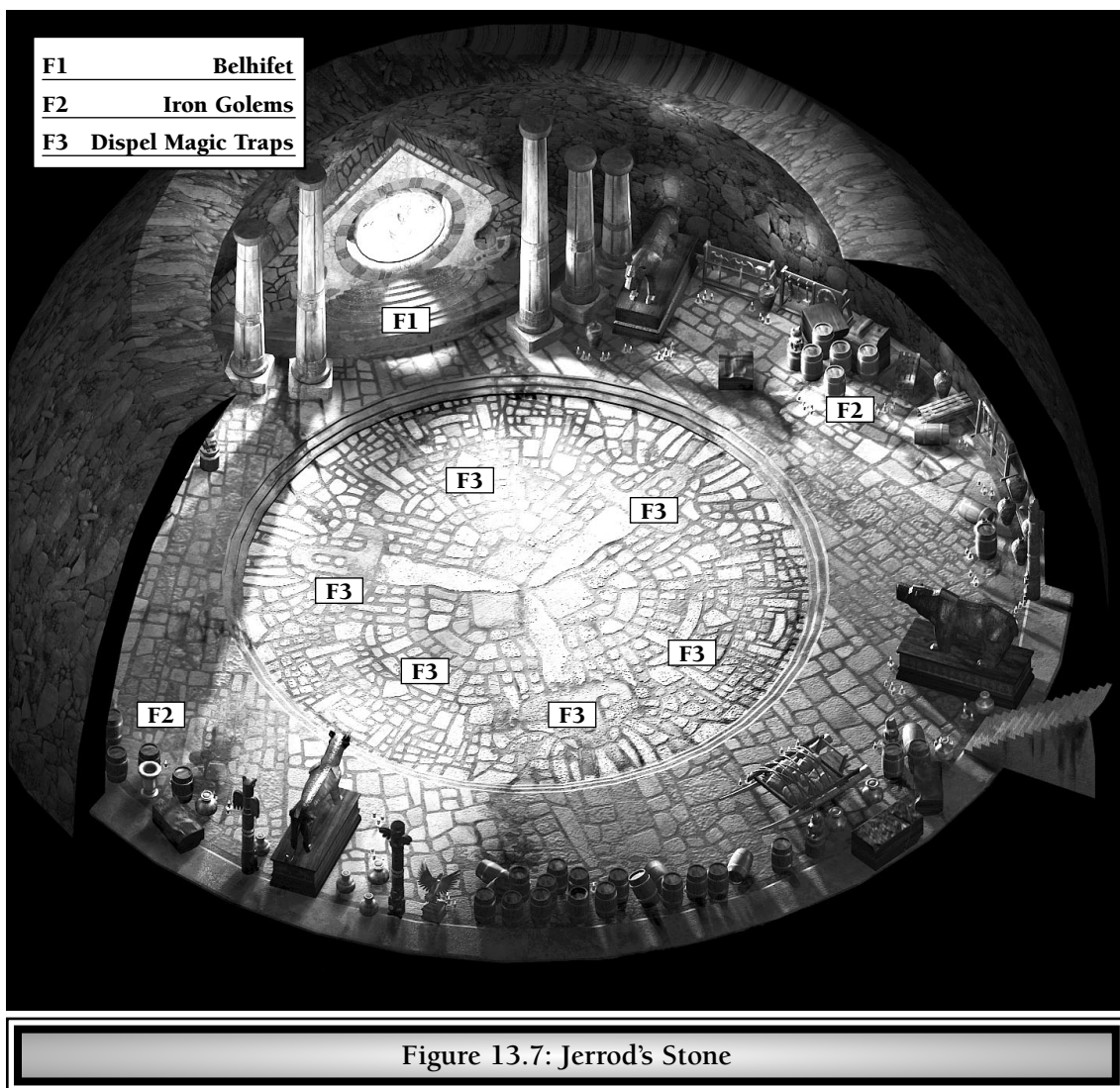


Figure 13.7: Jerrod's Stone

This is the final battle. The only words of advice are the following:

- ✧ Belhifet will cast Dispel Magic on you as soon as you enter the chamber, dispelling any spells or potion effects on your characters.
- ✧ Belhifet is not alone. Two **iron golems** (F2) will immediately move to flank you as soon as battle begins.
- ✧ The floor of the room is covered with **Dispel Magic Traps** (F3). Try to tread carefully, but in the heat of combat, it may prove difficult.
- ✧ Belhifet likes “Infernal Conveyance,” a spell that casts a Flame Strike around him and simultaneously teleports him to another section of the chamber. Just because you pin him down doesn't mean he'll stay there.

- ✧ Don't worry about wasting any charges, potions, and scrolls. Use them all now, because there won't be another chance later. Make sure you keep several healing items in your quick item slots.
- ✧ Read up on Belhifet's strengths and weaknesses in Chapter 2: Bestiary of the Dale. He can only be hit by +3 or better weapons, fire and poison attacks will bounce off of him, cold and gas attacks only do half damage, and he has 50% magical resistance to any spell you hurl at him. It may be better to simply cast spells that bolster your party's strength (Haste, Mirror Image, Monster Summoning V) rather than attacking Belhifet directly with a spell. Alternatively, you can have the spellcasters bait the iron golems into chasing them, which prevents them from helping Belhifet.
- ✧ Your party's going to take a lot of damage, which will keep your priest busy (if your party has one). The first level priest spell, Sanctuary, is a great thing for a priest to have available. If you cast it, your priest can simply focus all his efforts on healing the rest of the party without worrying about being attacked.
- ✧ If you're going to use summoning spells, keep in mind that there is a physical limit to the number of monsters you can summon, so cast the most powerful one you can right off the bat.
- ✧ The best way to deal with Belhifet is just to keep the physical damage pressure on him. If you have potions of giant strength or speed, give them to anyone who will be taking on Belhifet toe-to-toe. You want to attack fast, accurately, and do as much damage as possible.
- ✧ Belhifet is like a chainsaw with legs. If you're going to melee with him, make sure your fighters have enough hit points and a low enough armor class to at least stay alive during the first few rounds.
- ✧ It may prove difficult to keep your weaker characters alive during this combat, so you may choose to simply turn them invisible when you get the chance and park them somewhere in the chamber where they won't be hurt.

Once you've defeated Belhifet, prepare yourself for the end cinematics...and congratulations on saving the Forgotten Realms.

Notes



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MEANWHILE, SOMEWHERE NEAR THE CENTER OF THE EARTH...



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